Luke Tang Allen Dean Observable + notifyObserver() <<interface>> + registerObserver(observer) Observer + removeObserver() + update() GameOfLifeModel GameOfLifeController + grid:boolean[][] + generation: int + currentStep(): boolean[][] + model:GameOfLifeModel + nextStep(): boolean[][] GameOfLifeView + view:GameOfLifeModel + incrementGeneration():void + jf:JFrame // 8 conditions -update + initialTable(): void + ifLeftupCorner(): Boolean + display(): void + generateNewCell(): void + ifRightupCorner(): Boolean + update(): void + ifCell(): Boolean + ifLeftDownCorner(): Boolean - stop(): void + ifRightDownCorner(): Boolean - run(): void + ifLeftupDiagonalCorner(): Boolean + ifRightupDiagonalCorner(): Boolean + ifLeftDownDiagonalCorner(): Boolean + ifRightDownDiagonalCorner(): Boolean Square + x: int + y: int - Square() + Area(): int + darw(): void

Conway's Game Of Life Jiaqi Huang