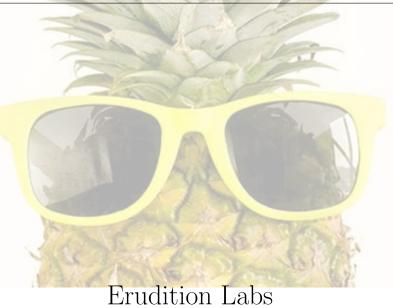
Chapter 6: Object Oriented Programming



Computer Science 101: Introduction to Java and Algorithms May 26, 2019

Contents

1	Joh	John Conway's Game of Life			
			ar Automata		
	1.2	The R	ules	1	
2	Our Project		ect .	1	
2.1 Modeling		Model	ing	2	
		2.1.1	2D infinite Grid and Cell States	2	
		2.1.2	Rules	2	
		2.1.3	Visualization	2	
		2.1.4	UML Class Diagram	3	
		215	Methods Overview	3	