

Programming Languages

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I have many files in my project that have several functions in there I have even commented in and explained what each functions do and the concept behind it was very simple I have created multi dimensional arrays for the grid view as well as for the grid output one of my main function is nextGen which means next generation it has the main logic behind the whole game which is if the cells have exactly three values will live and after that there is one more condition which checks if the cells have 2 or 3 neighbours will probably live on to the next generation. And else cell will die anyway because of overpopulation or under population and I also have clear function by which we can set all cells to dead the reason to make this function is I have used a graphical approach for the output with little bit of javaFX and tornadoFX libraries which can be used with kotlin for a 2d graphics output and those libraries have some components like grid, anchorpane, text and so on all these codes are in WindowView.fxml document for the design and I have also added three buttons one button is to close the application and then there is a button to start the game and then there is a button to reset the game. And at the title bar I have also given the m*m indicator which will show that the size of the number of the cells in a grid view of the game. I have made an additional.kt file in which I have declared the rows and columns for the grid Pane and the main file which calls the application to launch and to view the window of the game. I have created a WindowView.kt file in which I have used some of the kotlin's mouse functions like onMouseClicked, onMouseDragged, onMouseProcessed in order to allow the mouse button to function on the application.

How to use the App (Note)

- First of all run the program
- Then you may select the cell by clicking the mouse button over cell in randomly which ever you want to select
- Then press start button

- As you press the start button the game will start once you click the start button you will notice the start button changed itself into pause button you can click pause anytime when the game is running
- You may want to click the restart button once your game is over to restart the game
- And you have a close button if you may choose to close the application.