

Named space: ConwayGameOfLife

The name space provides the scope boundaries for the implementation of Conway's Game of Life.

class Constants
const int BoardHeight = 40
const int BoardWidth = 80
const int TileSize = 10
const byte Dead = 0
const byte Alive = 1
const byte Virus = 2
const string AliveImage = "Resources/Bacteria.jpg"
const string VirusImage = "Resources/Virus.jpg"
This class has no methods.

struct Point
int x
int y
Point(int x, int y)
public int X { get => x; set => x = value; }
public int Y { get => y; set => y = value; }

partial class MainWindow : Window
List<List<byte>>> m_board = new List<List<byte>>>()
int m_boardCols = Constants.BoardWidth
int m_boardRows = Constants.BoardHeight
bool m_running = true
bool m_step = false
System.Timers.Timer m_timer = new System.Timers.Timer()
int m_speed = 1000
Thread boardThread
public MainWindow()
private void RunEvent(Object source, System.Timers.ElapsedEventArgs e)
void MainWindow_Closing(object sender, CancelEventArgs e)
private void StepBtn_Click(object sender, RoutedEventArgs e)
private void SpeedSlider_Changed(object sender, RoutedEventArgs e)
private void RunBtn_Click(object sender, RoutedEventArgs e)
private void Run()
private void MainList_LeftClick(object sender, MouseEventArgs e)
private void MainList_RightClick(object sender, MouseEventArgs e)
private void BoardInit(List<List<byte>>> board, int rows, int cols)
private void Step()
private void DrawBoard()
private int GetIndex(int row, int col)
private void Save_Clicked(object sender, RoutedEventArgs e)
private void Load_Clicked(object sender, RoutedEventArgs e)