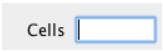
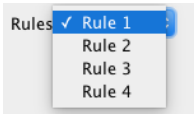
Set Cell Number/Width

Brief Description	input initialization cells number
Actor	Users
Pre-condition	The App UI is initialized
Post-condition	The cells number is set
Basic Flows	1. The UI is initialized 2. put the pointer on Cells field 3. User input an integer number
Special Requirements	The input number must be an Int
Interfaces	

Set Generation Lines

Brief Description	input the generation lines
Actor	Users
Pre-condition	The App UI is initialized
Post-condition	The generation times is set
Basic Flows	1. Initialize the UI 2. put the pointer on Lines field 3. input an number
Special Requirements	The input number must be an Int
Interfaces	

Select Generation Rule

Brief Description	select one of four rules for generation
Actor	Users
Pre-condition	The UI is initialized
Post-condition	The rule is set
Basic Flows	1. The GUI is initialized 2. Select the Rules ComBoBox 3. Choose one rule of the four ones
Special Requirements	Users must choose one rule The memory will be null if the rules don't be chose
Interfaces	

Buttons: start/pause/continue/stop/exit

Brief Description	use the buttons to start, pause, continue, stop or exit the generations
Actor	Users
Pre-condition	1. App UI initialized 2. Cells Number is set 3. Lines Number is set 4. Rule is selected
Post-condition	1. When click on the “start” button, the UI will draw new generations on the screen each generation after sleeping a little time 2. When click on the “pause” button, the UI will pause generating new lines 3. When click on the “continue” button, the UI will generate new lines continually from the pause line 4. When click on the “stop” button, the UI will stop generating lines 5. When click on the “exit” button, the UI will exit the screen
Basic Flows	1. The UI is initialized 2. User have all initial parameters set 3. User click on the buttons 4. The UI starts to work 5. Cells are drawn
Interfaces	