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 | Screen%20Shot%202016-11-29%20at%207.28.28%20PM.png |

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 | Screen%20Shot%202016-11-29%20at%207.28.47%20PM.png |

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 | Screen%20Shot%202016-11-29%20at%207.29.01%20PM.png |

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 | Screen%20Shot%202016-11-29%20at%207.29.09%20PM.png |