

Conway's Game of Life

Features

- Interact with the grid.
 - The user can click on any cell on the grid and the cell would become either dead or alive.
 - Classes Involved:
 - LifeApp
 - This class creates the window that is required to run the program.
 - LifePanel
 - This class draws the grid and makes use of the mouseListener class in order to allow the user to interact with it.
 - LifeControls
 - This class creates the buttons that allow the user to apply the ruleset of Conway's Game of Life, save the grid into a file, load a file with the grid information, and clear the grid.
 - LifeGrid
 - This class holds and manipulates the information required to display the grid.
 - Conway
 - This class allows the ruleset of Conway's Game of Life to be implemented.
- Write the current grid onto a file.
 - The user can save the grid that he/she created onto a .lif file, which can then be reloaded later.
 - Classes Involved:
 - LifeApp
 - This class creates the window that is required to run the program.
 - LifePanel
 - This class draws the grid and makes use of the mouseListener class in order to allow the user to interact with it. It also displays the grid that the user wants to save.
 - LifeControls
 - This class creates the buttons that allow the user to save the grid by pressing a button and choosing a location for the file.
 - LifeGrid
 - This class holds and manipulates the information required to display the grid that the user wants to save to a file.
- Load a previous grid from a file.
 - The user can load the grid that he/she created from a .lif file.
 - Classes Involved:
 - LifeApp
 - This class creates the window that is required to run the program.
 - LifePanel
 - This class draws the grid and makes use of the mouseListener class in order to allow the user to interact with it. It also displays the grid that the user wants to save.
 - LifeControls
 - This class creates the buttons that allow the user to save the grid by pressing a button and choosing a location for the file.
 - LifeGrid

- This class loads the file and then updates the current grid information according to that same file.