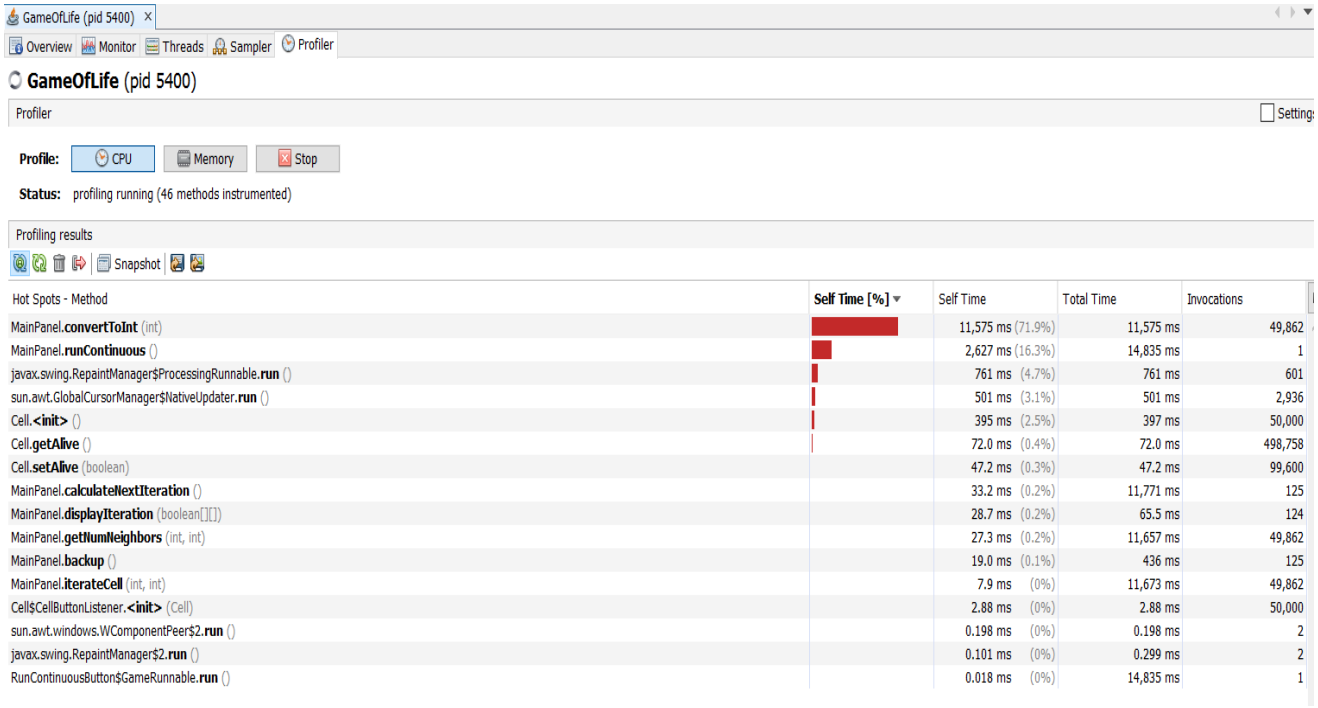
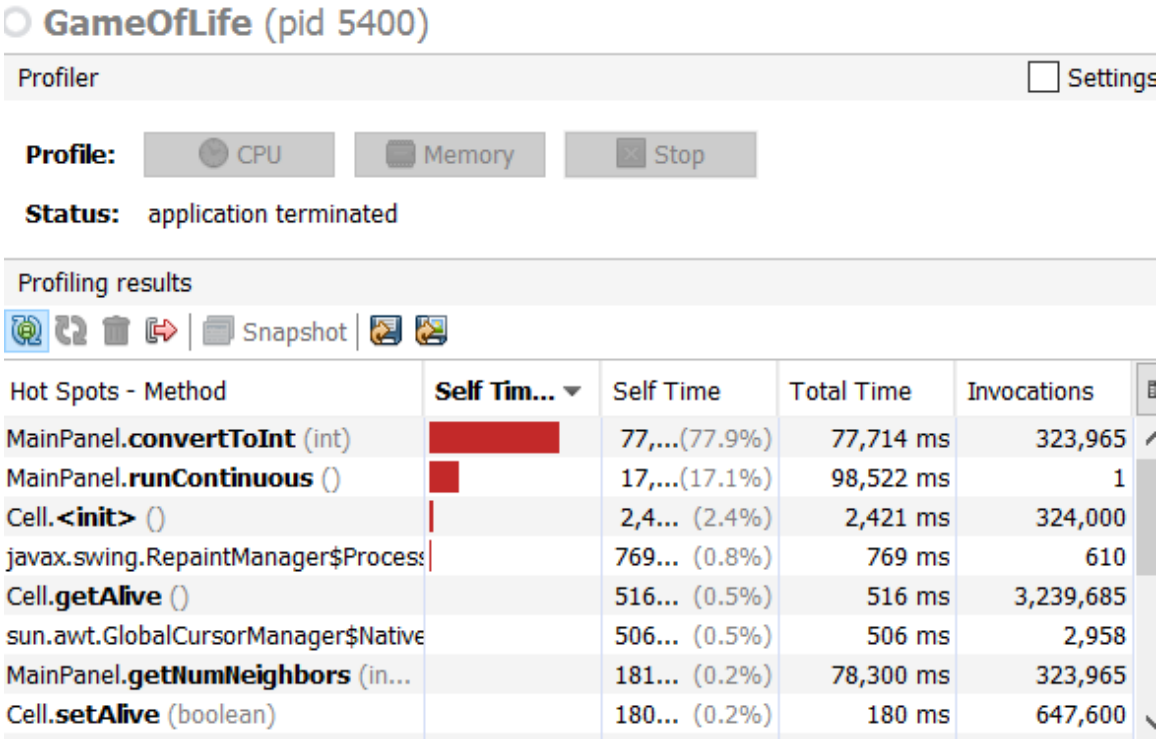
Deliverable 4-ScreenShots

Profiler-CPU original project:

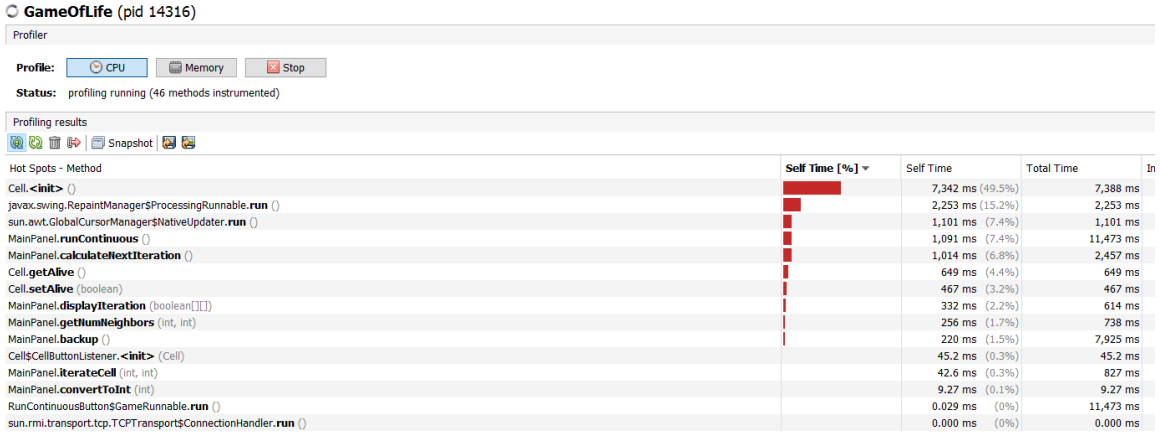




Change 1: [MainPanel] convertToInt Method
Performance Screenshot after change 1

Change 2:［Main Panel］RunContinious method

Performance Screenshot after change 2



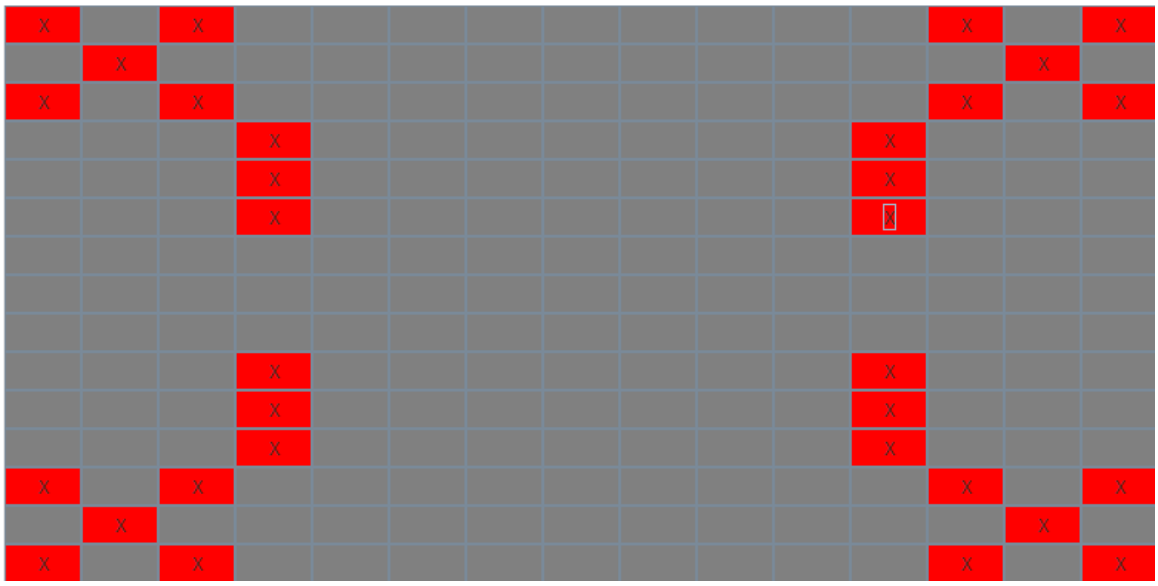
Change 3: [Cell] ToString method

Performance screenshot after change 3

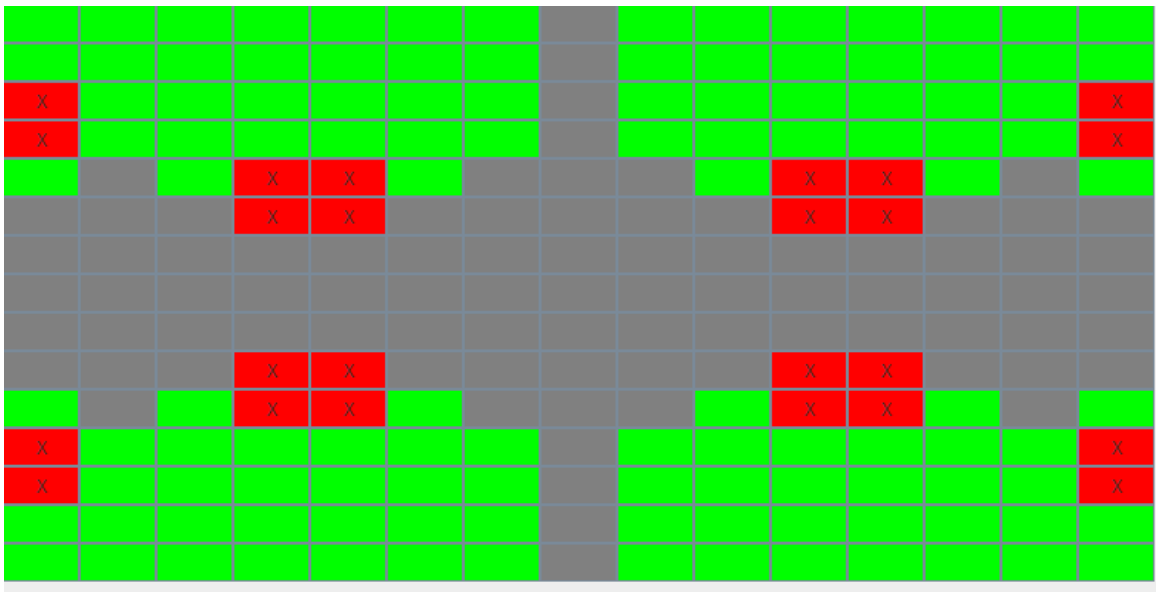
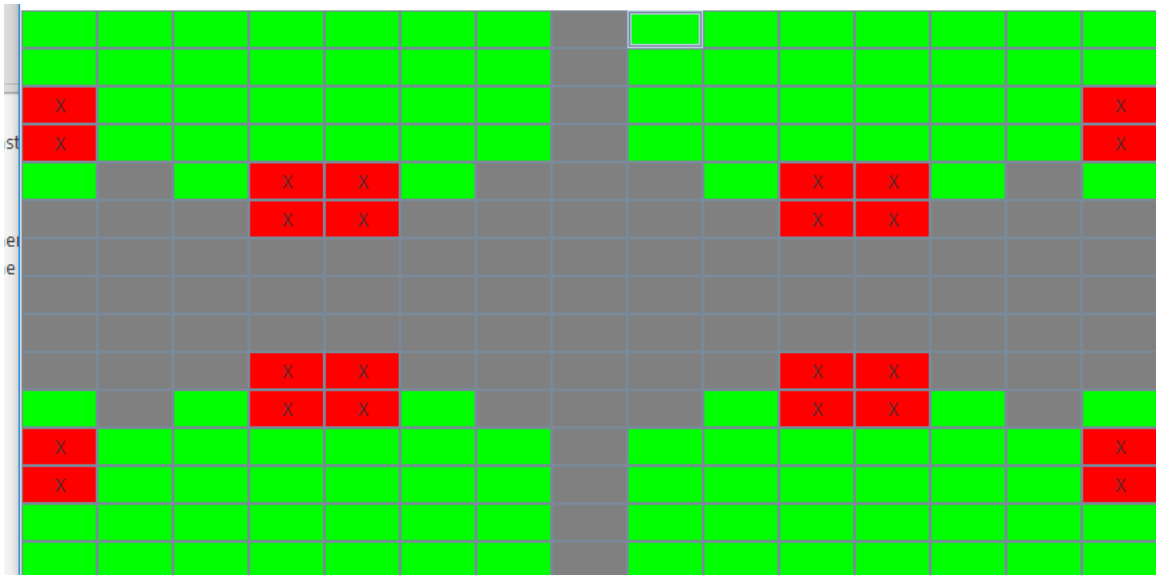
Hot Spots - Method	Self Time [%]	Self Time	Total Time	Invocations
javax.swing.RepaintManager$ProcessingRunnable.**run** ()		3,415 ms (42.6%)	3,415 ms	1,327
gameoflife.Cell.**<init>** ()		3,392 ms (42.3%)	3,403 ms	217,125
gameoflife.Cell.**setAlive** (boolean)		355 ms (4.4%)	355 ms	434,487
gameoflife.MainPanel.**getNumNeighbors** (int, int)		134 ms (1.7%)	221 ms	217,125
gameoflife.MainPanel.**runContinuous** ()		124 ms (1.6%)	4,427 ms	1
sun.awt.GlobalCursorManager$NativeUpdater.**run** ()		108 ms (1.3%)	108 ms	479
gameoflife.Cell.**getAlive** ()		107 ms (1.3%)	107 ms	2,171,250
gameoflife.MainPanel.**calculateNextIteration** ()		106 ms (1.3%)	719 ms	965
gameoflife.MainPanel.**backup** ()		84.8 ms (1.1%)	3,583 ms	965
gameoflife.MainPanel.**displayIteration** (boolean[][])		76.2 ms (1%)	353 ms	965
javax.swing.JComponent$2.**run** ()		67.9 ms (0.8%)	67.9 ms	15,248
gameoflife.MainPanel.**iterateCell** (int, int)		31.7 ms (0.4%)	259 ms	217,125
gameoflife.Cell$CellButtonListener.**<init>** (gameoflife.Cell)		10.8 ms (0.1%)	10.8 ms	217,125
gameoflife.MainPanel.**convertToInt** (int)		6.11 ms (0.1%)	6.11 ms	217,125
sun.awt.SunToolkit$1.**run** ()		0.846 ms (0%)	0.846 ms	1
gameoflife.Cell.**reset** ()		0.545 ms (0%)	2.46 ms	225
gameoflife.MainPanel.**clear** ()		0.276 ms (0%)	2.74 ms	1
gameoflife.Cell.**resetBeenAlive** ()		0.150 ms (0%)	0.149 ms	237
gameoflife.RunContinuousButton$RunContinuousButtonListener.**actionPerformed** (java.awt.event.ActionEvent)		0.102 ms (0%)	0.111 ms	1
gameoflife.Cell$CellButtonListener.**actionPerformed** (java.awt.event.ActionEvent)		0.087 ms (0%)	1.2 ms	12
gameoflife.StopButton$StopButtonListener.**actionPerformed** (java.awt.event.ActionEvent)		0.035 ms (0%)	0.035 ms	1
gameoflife.ClearButton$ClearButtonListener.**actionPerformed** (java.awt.event.ActionEvent)		0.025 ms (0%)	2.76 ms	1
gameoflife.RunContinuousButton$GameRunnable.**run** ()		0.016 ms (0%)	4,427 ms	1
gameoflife.RunContinuousButton$GameRunnable.**<init>** (gameoflife.RunContinuousButton)		0.009 ms (0%)	0.009 ms	1
gameoflife.MainPanel.**stop** ()		0.000 ms (0%)	0.000 ms	1

Manual Test Screenshot:

Precondition:



Expected Result:



Observed Result: