**Class: ConwaysGameOfLife**

Attributes:

Sizeofboard = n,

gameBoard,

board [] []

newBoard

Methods:

createBoard(),

printBoard(),

generateNextGeneration(),

getCount()

There are no multiple classes as of now in the CGL game,so there is no relationship.

Suitable design patterns for CGL:

**SINGLETON**

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2**. Class Diagram**: After the discussion is over, draw the class diagram for CGL and list the design patterns that you identified for CGL.

**Conway's Game Of Life**

+gameBoard : 2D\_list

+n: int

+board: boolean

+newBoard :2D\_list

+createBoard(n:int):boolean

+printBoard(board: boolean): void

+generateNextGeneration(board: boolean):void

+getCount(board: boolean): int

+Neighbour()

+Alive Cell()

+Dead cell()

