GameOfLife

- boardSize: int
- currentBoard: Cell[][]
- isActive: boolean

+ draw(): void
- setNeighborsOfCell(): void
+ start(): void
+ stop(): void
+ tick(): void

currentBoard

*

Cell

- aliveNeighborsCount: int
- currentState: State
- neighbors: Cell[]
- nextState: State

- calculateAliveNeighborCount(): void
- isBorn(): boolean
- isOverPopulated(): boolean
- isUnderPopulated(): boolean
+ ruleOfLife(): void
+ updateCurrentState(): void

nextState

currentState
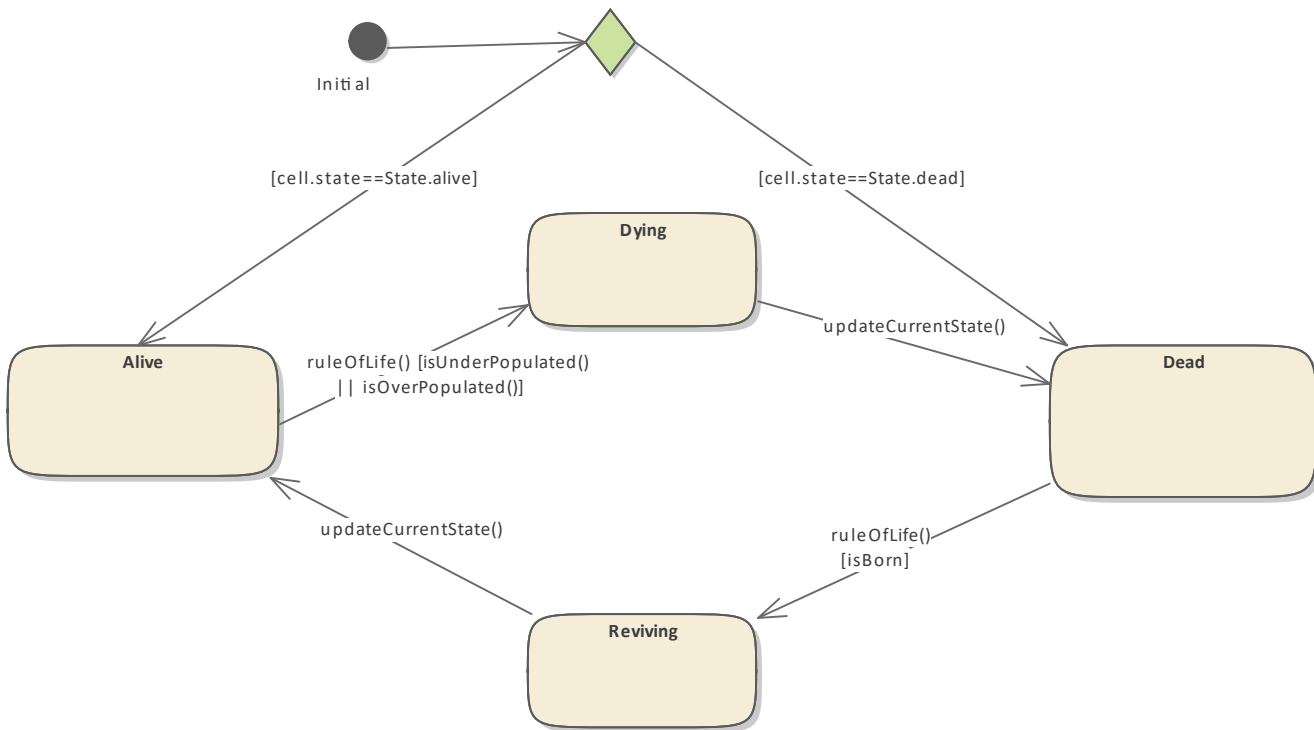
«enumeration»
State

Alive
Dead

neighbors

Name: Cell state machine
Author: Pasha & Shabnam
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Initial

[cell.state==State.alive]

[cell.state==State.dead]

Dying

updateCurrentState()

Alive

ruleOfLife() [isUnderPopulated()
|| isOverPopulated()]

Dead

updateCurrentState()

ruleOfLife()
[isBorn]

Reviving

Initial

Active

tick / foreach(cell : currentBoard){cell.updateCurrentState();cell.ruleOfLife()}
setNeighborsOfCells()

Inactive

stop()

start()