This was an individual project for a Java programming class in which we were instructed to write an interactive object-oriented life simulation program in Java. The simulation consisted of a user interface with a large interactive grid of cells. There was a class to create the frame, a class to display the cells, and each cell was also a class too. When the user would click on a cell, it would change colors, representing a life form. There was also a START and STOP button to start the simulation and a drop down menu to change the speed of the simulation. Once the simulation started, there were different rules that simulation followed to create and destroy life. If two life forms were adjacent to one another, then they would create a new life form. Also, if a new life form was by itself it would die from isolation, or if it had too many adjacent life forms, it would die from overcrowding.