Design

I. userFriend

   A public method called that passes a static variable to a helper method that does all the work.

II. lotkaVolterraModel

   A private helper method that does all of the work recursively. It has 3 stoping cases: when the current generation exceeds the maximum generations, and when either of the populations mathematically drops below zero. All other cases, it calls its self again and passes variables for the next generation to print out.

III. dPredCnt

   A private helper function for lotkaVolterraModel that calculates the prey population for the next generation. It uses the formula given in the specifications.

IV. dPredatorCnt

   A private helper function for lotkaVolterraModel that calculates the predator population for the next generation. It uses the formula given in the specifications.