| GameOfLife | GameBoard |
|--|--|
| boardSize: intliveCells: int[][] + GameOfLife(): void + ReadConfiguration(): void + InitGame(): void + PlayGame(): void + DisplayBoard(int[][] boardMatrix): void | _boardSize: int _board: int[][] + GameBoard(): void + InitBoard(int size, int[][] liveCells): void + CalculateNextState(): void + GetGameBoardMatrix(): int[][] |