|  |
| --- |
| Cell |
| -cellNum:int  -state:boolean  -nextState:boolean  -count:int |
| +Cell(int, boolean)  +Cell(int)  +set() methods for cellNum, state and nextState  +get() methods for cellNum, state and nextState  +isAlive(): boolean  +isDead(): boolean  +paint(): void  +resetCell(): void |

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| --- |
| JFrame |
|  |

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| --- |
| JButton |
|  |

1..\*

|  |
| --- |
| GameGUI |
| -size:int  +sizeSqrt:int  -cellboard:Cell[]  -running:boolean  -boardPanel:JPanel  -buttonPanel:JPanel  -stepButton:JButton  -resetButton:JButton  -randomizeButton:JButton  -runButton:JToggleButton |
| +GameGUI(int)  +setBoardSize(int):void  +initBoard():void  +reset():void  +randomizeBoard(): void  +updateBoard(): void  +gameLogic(): void  +isNeighborAlive(int):boolean  +backgroundRun(): void |