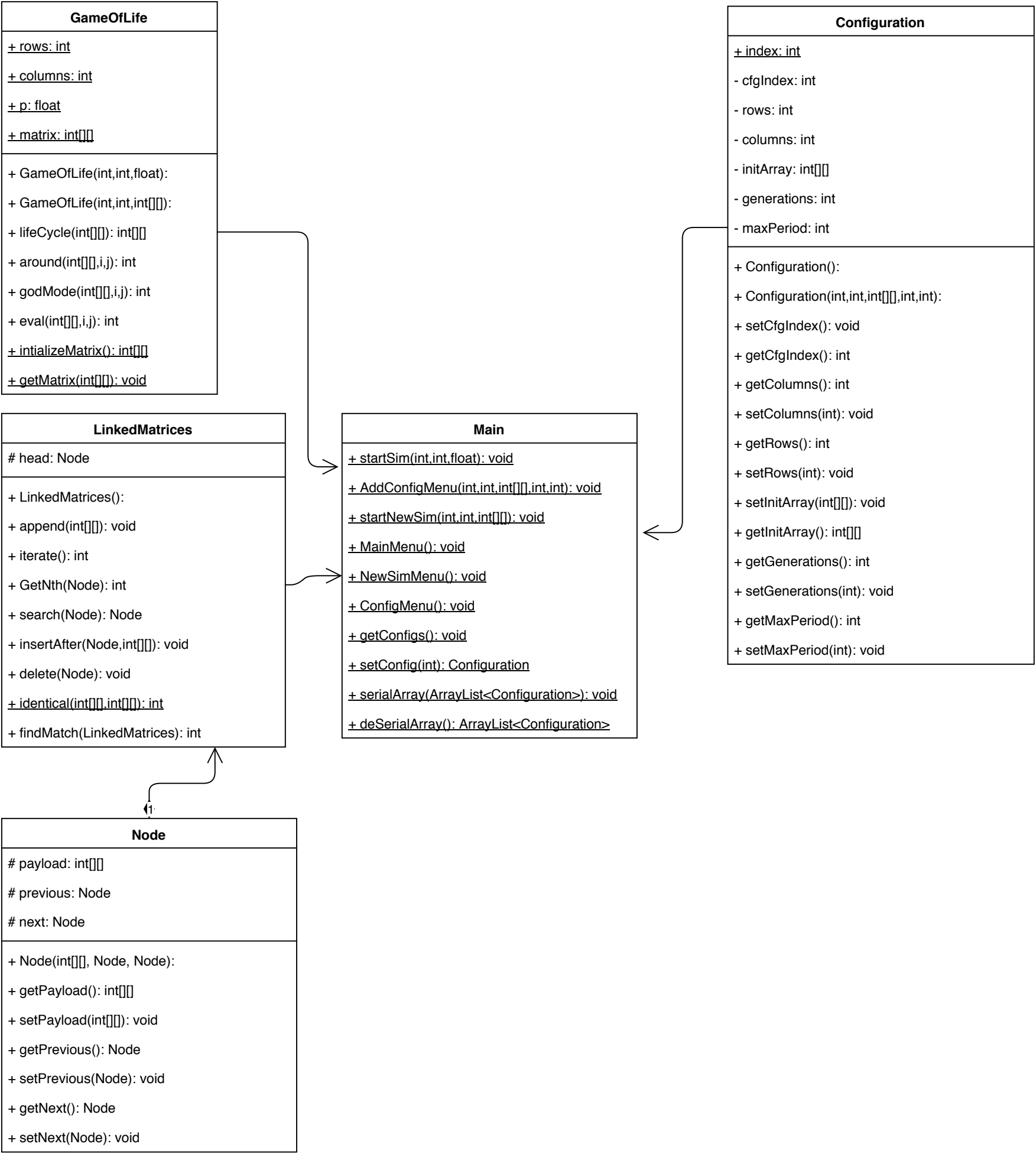
GameOfLife
+ rows: int
+ columns: int
+ p: float
+ matrix: int[][]
+ GameOfLife(int,int,float):
+ GameOfLife(int,int,int[][]):
+ lifeCycle(int[][]): int[][]
+ around(int[][],i,j): int
+ godMode(int[][],i,j): int
+ eval(int[][],i,j): int
+ intializeMatrix(): int[][]
+ getMatrix(int[][]): void
Configuration
+ index: int
- cfgIndex: int
- rows: int
- columns: int
- initArray: int[][]
- generations: int
- maxPeriod: int
+ Configuration():
+ Configuration(int,int,int[][],int,int):
+ setCfgIndex(): void
+ getCfgIndex(): int
+ getColumns(): int
+ setColumns(int): void
+ getRows(): int
+ setRows(int): void
+ setInitArray(int[][]): void
+ getInitArray(): int[][]
+ getGenerations(): int
+ setGenerations(int): void
+ getMaxPeriod(): int
+ setMaxPeriod(int): void
LinkedMatrices
# head: Node
+ LinkedMatrices():
+ append(int[][]): void
+ iterate(): int
+ GetNth(Node): int
+ search(Node): Node
+ insertAfter(Node,int[][]): void
+ delete(Node): void
+ identical(int[][],int[][]): int
+ findMatch(LinkedMatrices): int
Main
+ startSim(int,int,float): void
+ AddConfigMenu(int,int,int[][],int,int): void
+ startNewSim(int,int,int[][]): void
+ MainMenu(): void
+ NewSimMenu(): void
+ ConfigMenu(): void
+ getConfigs(): void
+ setConfig(int): Configuration
+ serialArray(ArrayList<Configuration>): void
+ deSerialArray(): ArrayList<Configuration>
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Node
# payload: int[][]
# previous: Node
# next: Node
+ Node(int[][], Node, Node):
+ getPayload(): int[][]
+ setPayload(int[][]): void
+ getPrevious(): Node
+ setPrevious(Node): void
+ getNext(): Node
+ setNext(Node): void