Create a function that controls all functions

it will show a menu that looks like this

* Initialize: this will call initialize
* Reset: this will call reset
* Run: this will loop over run function n times

initialize:

* Show the user a menu of grid options or load a pattern
  + After choosing a grid option he then can either enter a percentage of cells to be alive
  + Or enter the cells he wants to be alive manually
* If he chose the file option
  + First get the len and width
  + load the pattern as a string an inset each one in the grid

run:

* loop over next generation n times
* call display with every loop

next generation:

* create a new grid
* loop over the old grid
* call count neighbors on an int
* Any live cell with fewer than two live neighbors die, as if caused by underpopulation
* Any live cell with two or three live neighbors lives on to the next generation
* Any live cell with more than three live neighbors dies, as if by overpopulation
* Any dead cell with exactly three live neighbors becomes a live cell, as if by reproduction

Count neighbors:

* loop over the squares of the surrounding the given cell on the old grid

display:

* display the grid in the class attribute
* will try to delete the grid before outputting