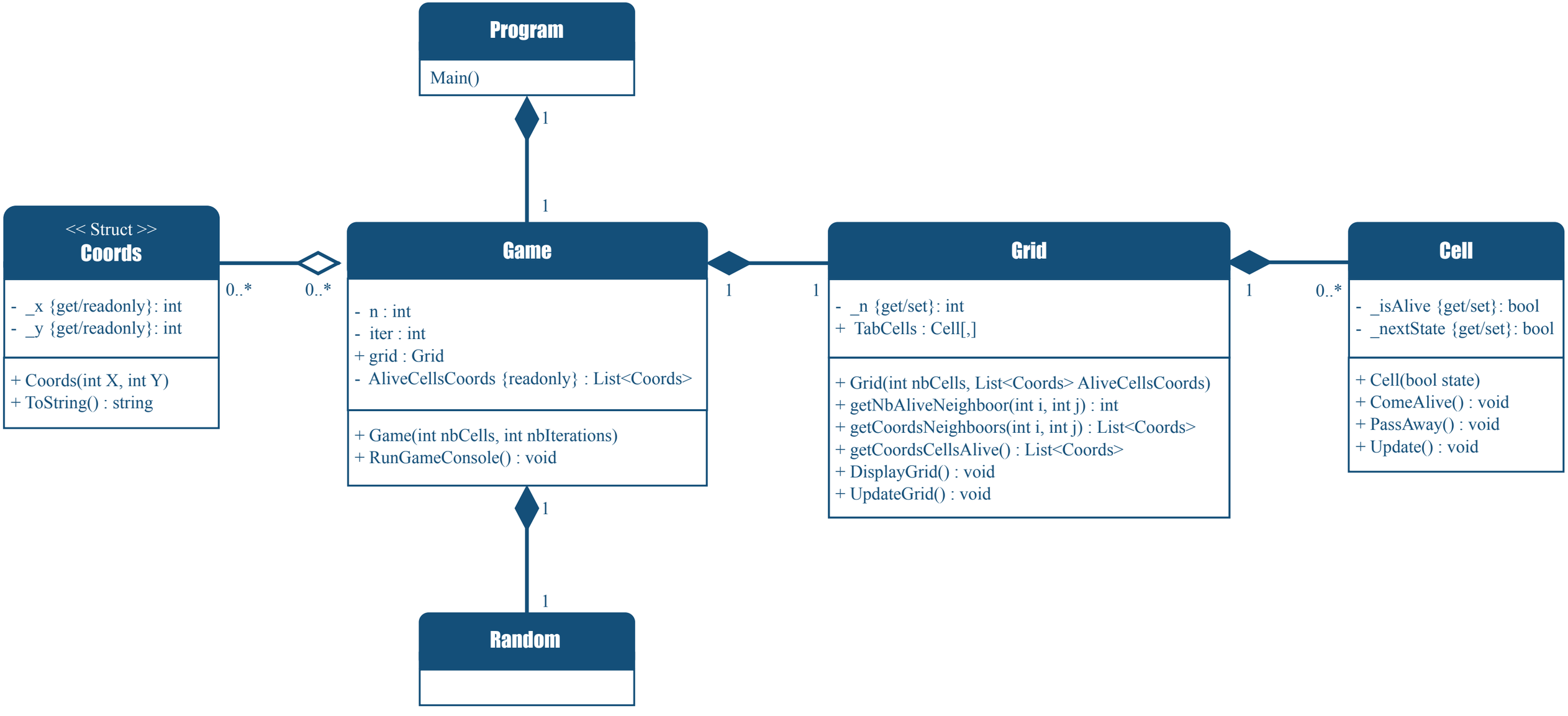
Program
Main()
1
1
<< Struct >>
Coords
- _x {get/readonly}: int
- _y {get/readonly}: int
+ Coords(int X, int Y)
+ ToString() : string
0..*
0..*
Game
- n : int
- iter : int
+ grid : Grid
- AliveCellsCoords {readonly} : List<Coords>
+ Game(int nbCells, int nbIterations)
+ RunGameConsole() : void
1
1
Grid
- _n {get/set}: int
+ TabCells : Cell[,]
+ Grid(int nbCells, List<Coords> AliveCellsCoords)
+ getNbAliveNeighboor(int i, int j) : int
+ getCoordsNeighboors(int i, int j) : List<Coords>
+ getCoordsCellsAlive() : List<Coords>
+ DisplayGrid() : void
+ UpdateGrid() : void
1
0..*
Cell
- _isAlive {get/set}: bool
- _nextState {get/set}: bool
+ Cell(bool state)
+ ComeAlive() : void
+ PassAway() : void
+ Update() : void
1
1
Random