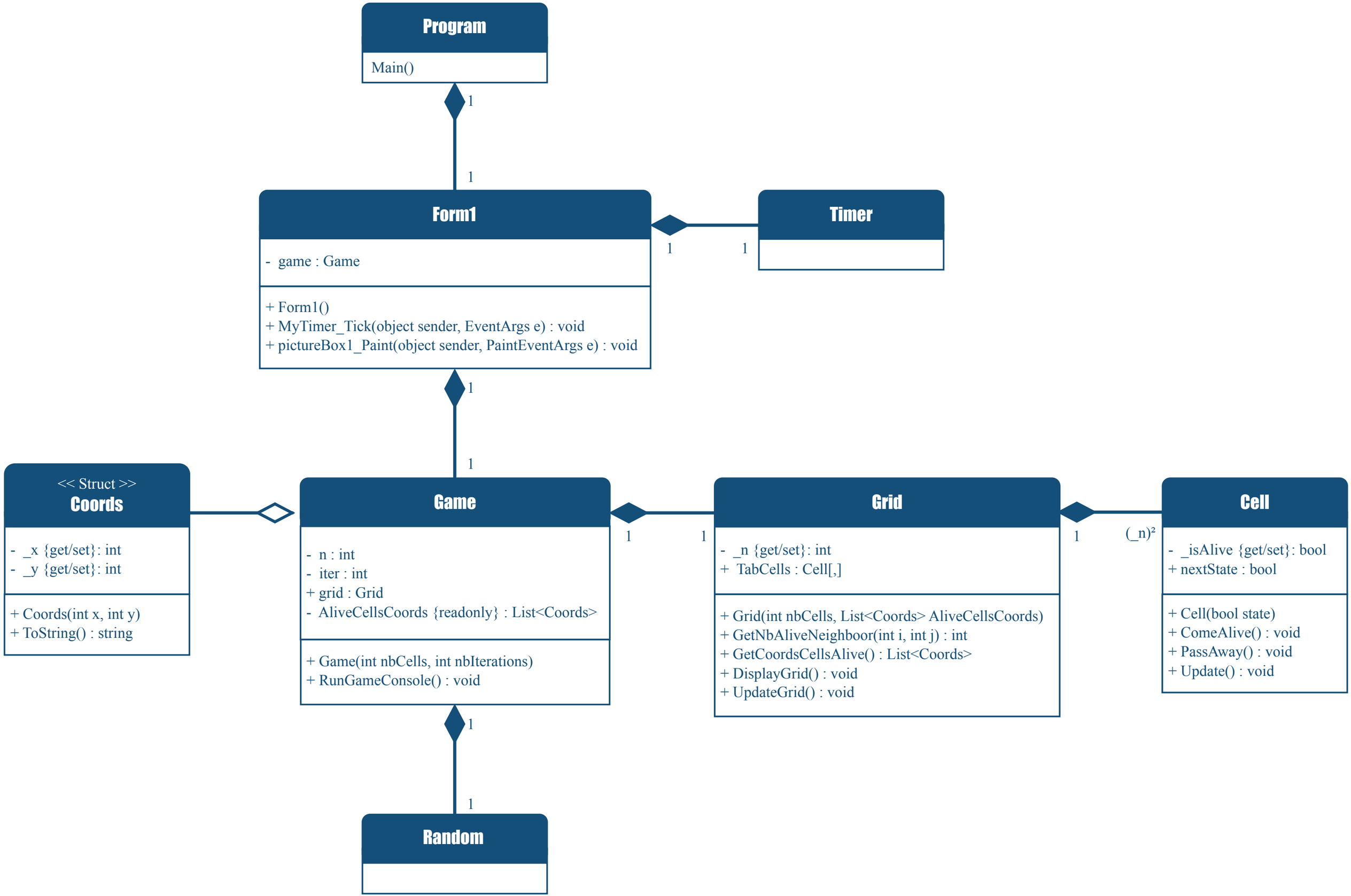
Program
Main()
1
1
Form1
- game : Game
+ Form1()
+ MyTimer_Tick(object sender, EventArgs e) : void
+ pictureBox1_Paint(object sender, PaintEventArgs e) : void
1
1
Timer
1
1
<< Struct >>
Coords
- _x {get/set}: int
- _y {get/set}: int
+ Coords(int x, int y)
+ ToString() : string
Game
- n : int
- iter : 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
+ GetCoordsCellsAlive() : List<Coords>
+ DisplayGrid() : void
+ UpdateGrid() : void
1
(_n)²
Cell
- _isAlive {get/set}: bool
+ nextState : bool
+ Cell(bool state)
+ ComeAlive() : void
+ PassAway() : void
+ Update() : void
1
1
Random