

HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT
USER MANUAL

THE GAME OF LIFE

CS/371

CONSTANTINOS ARKADIOU

JUNE 2007

HIGHER TECHNICAL INSTITUTE	PROJECT NO 3695 A
----------------------------------	----------------------

HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT
(USER MANUAL)

THE GAME OF LIFE

CS/371

CONSTANTINOS ARKADIOU

JUNE 2007

HIGHER TECHNICAL INSTITUTE	PROJECT NO 3695A
----------------------------------	---------------------

User Manual
Of
The Game of Life

1.	NETBEANS.....	3
1.1.	INTRODUCTION.....	3
1.2.	ADVANTAGES USING NETBEANS.....	3
1.3.	DISADVANTAGES USING NETBEANS.....	4
1.5.	INSTRUCTIONS.....	5
1.5.1.	CREATE A NEW PROJECT.....	5
1.5.2.	IMPORT AN ALREADY EXISTING PROJECT.....	8
1.5.3.	USING MOBILITY FILE TEMPLATES.....	10
1.5.4.	CHANGING THE PROJECT'S EMULATOR PLATFORM.....	11
1.5.5.	MIDP VISUAL DESIGNER.....	12
1.5.5.1.	CREATING A CANVAS.....	12
2.	THE GAME OF LIFE.....	13
2.1.	INTRODUCTION.....	13
2.2.	GAME OF LIFE CLASSES.....	14
2.2.1.	LIFE:.....	14
2.2.2.	LIFECANVAS:.....	14
2.2.3.	LIFEMIDLET:.....	14