**Java**

* App.java
	+ Contains main() function
		- JavaFX Application.launch() is called
	+ Extends the JavaFX Application class
		- Overrides the start() function
	+ The main application thread is created
	+ InfoSceneView.fxml is loaded to the window
* InfoSceneController.java
	+ Controller for InfoSceneView.fxml
	+ Gives name of application
	+ Gives a little information about the application
		- Warns the user that the application is CPU intensive
	+ User clicks “Launch” when they are ready to start the application
		- On click, ConfigSceneView.fxml is loaded to the window
* ConfigSceneController.java
	+ Controller for ConfigSceneView.fxml
	+ User selects an image to replicate
	+ User sets the parameters to be used in the algorithm
	+ User clicks “Begin”
		- On click, RunSceneView.fxml is loaded to the window
		- A new instance of RunSceneController is created
		- RunSceneController.transferData() is called to send the data the user configured
* RunSceneController.java
	+ Controller for RunSceneView.fxml
	+ This is where the algorithm runs
	+ The user must click “Begin” before the algorithm will start running
	+ The algorithm will run until the user clicks “Stop”
		- On click, FinalSceneView.fxml is loaded to the window
		- A new instance of FinalSceneController is created
		- FinalSceneController.transferData() is called to send information about the algorithm that just ran to the final scene
* FinalSceneController.java
	+ Controller for FinalSceneView.fxml
	+ Elapsed time, final fitness, number of generations, and the evolution of the images are displayed
	+ The user can save the final image
	+ The user can start over with a new image.