**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.