```
Generation
                                                                                           Exception
 -cellStates: boolean[]
 +Generation(states: boolean...)
 +Generation(states: String, trueSymbol: char)
                                                                                       RuleNumException
 +getState(idx: int): boolean
 +qetStates(): boolean[]
                                                                            -serialVersionUID: long
 +getStates(falseSymbol: char, trueSymbol: char): String
                                                                            +RuleNumException(min: int, max: int)
 +size(): int
                        Automaton
                                                                                     ElementaryAutomaton
      -rule: Rule
                                                                   +ElementaryAutomaton(ruleNum: int, initial: Generation)
      -generations: ArrayList<Generation>
                                                                   +ElementaryAutomaton(filename: String)
      +falseSymbol: char
                                                                   #createRule(ruleNum: int): Rule
      +trueSymbol: char
      #Automaton(ruleNum: int, initial: Generation)
      #Automaton(filename: String)
                                                                                     TotalisticAutomaton
      #createRule(ruleNum: int): Rule
      +evolve(numSteps: int): void
                                                                   +TotalisticAutomaton(ruleNum: int, initial: Generation)
      +getGeneration(stepNum: int): Generation
                                                                   +TotalisticAutomaton(filename: String)
      +getRuleNum(): int
                                                                   #createRule(ruleNum: int): Rule
      +getRuleTable(): String
      +getTotalSteps(): int
      +saveEvolution(filename: String): void
      +toString(): String
                                                                                         ElementaryRule
                                                                   +ElementaryRule(ruleNum: int)
                                                                   +evolve(neighborhood: boolean[]): boolean
                                                                   +getNeighborhood(idx: int, gen: Generation): boolean[]
                           Rule
                                                                   +getRuleTable(falseSymbol: char, trueSymbol: char): String
-ruleNum: int
#Rule(ruleNum: int)
+evolve(gen: Generation): Generation
                                                                                         TotalisticRule
+evolve(neighborhood: boolean[]): boolean
+qetNeighborhood(idx: int, qen: Generation): boolean[]
                                                                   +TotalisticRule(ruleNum: int)
+getRuleNum(): int
                                                                   +evolve(neighborhood: boolean[]): boolean
+getRuleTable(falseSymbol: char, trueSymbol: char): String
                                                                   +getNeighborhood(idx: int, gen: Generation): boolean[]
                                                                   +getRuleTable(falseSymbol: char, trueSymbol: char): String
```