

CPUGPU_FUNC

```
void simulation::Context::updateCon(const simulation::Context::SpecieRates& rates){  
    //double step_size= _simulation.step_size;  
  
    double curr_rate=0;  
    for (int i=0; i< NUM_SPECIES; i++){  
        curr_rate= rates[i];  
        int baby_j= _simulation._baby_j[i];  
        _simulation._baby_cl[i][baby_j+1][_cell]=_simulation._baby_cl[i][baby_j][_cell]+ _simulation._step_size* curr_rate;  
    }  
  
}
```