

```
1 package GameOfLife;
2
3 public class Rule {
4
5     public String ruleForAliveCells;
6
7     public String ruleForDeadCells;
8     public Rule() {
9         this.ruleForAliveCells = "2,3";
10        this.ruleForDeadCells = "3";
11    }
12
13    public String getRuleForAliveCells() {
14        return ruleForAliveCells;
15    }
16
17    public void setRuleForAliveCells(String ruleForAliveCells) {
18        this.ruleForAliveCells = ruleForAliveCells;
19    }
20
21    public String getRuleForDeadCells() {
22        return ruleForDeadCells;
23    }
24
25    public void setRuleForDeadCells(String ruleForDeadCells) {
26        this.ruleForDeadCells = ruleForDeadCells;
27    }
28 }
29
```