**Cellular automaton - Fire
propagation**

Tree

_state

display_state()
update_state()
is_burning()

1

IsContainedIn

Forest

_n_rows
_n_columns
_grid
_probability
_wind
_firefighters

display_grid()
manually_set_fire()
randomly_set_fire()
get_van_neumann_neighbor_coordinates()
get_moore_neighbor_coordinates()
has_burning_neighbor()
update_grid()
iterate()
healthy_tree_proportion()
_has_burning_trees()
run_simulation()
plot_simulation()

parent

parent

Inherits

Inherits

child

child

ToricForest

ForestGUI

_root
_iterations
_labels
_start_label
_evolution_label
_probability_slider

_update_probability()
_click_to_start()
start_simulation()
_update_grid_gui()
_iterate_simulation()