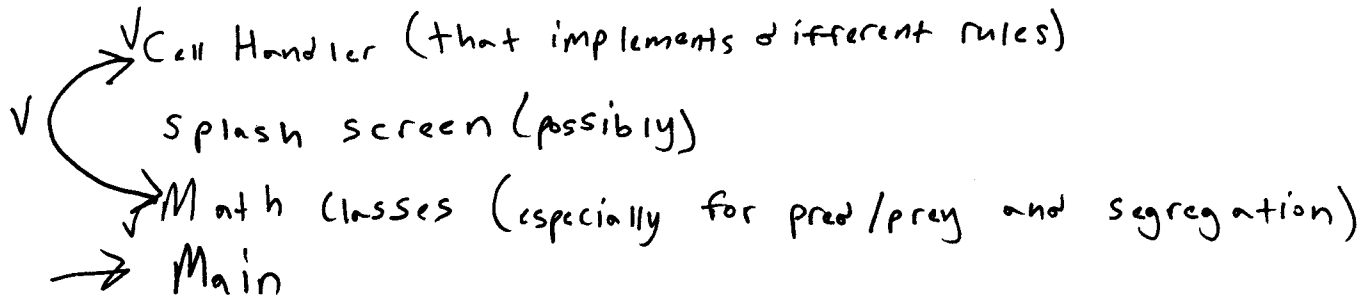Classes:

✓ Cell (possibly abstract for different types of cells)
✓ XML Reader (reads file) — XML Writer (maybe)
✓ Grid (set up and handle the grid)
  ✓ Different Cell classes   scene (changes scene)
  ✓ Cell Handler (that implements different rules)
✓   Splash screen (possibly)
  ✓ Math Classes (especially for pred/prey and segregation)
  → Main

  Tues (5-7 pm)

  Frid (5-7 pm)

  Sat (8-11 pm)

Cell (abstract)

getState();

getNeighbors();

getPercentage(); [calls the math class]

setLocation();

setState();

Private instance
Variables for all
attributes.

Different Properties
for each simulation.

Grid

Transmits the info between cells and Scene.

State

updateV(); loops through cells for new state

updateView(); called by scene for view to change.

XML Reader

`read();` [reads the xml file]

CellHandler (abstract)

- This class is what determines the next state of the cell and then changes the cell's state.

getPercentage();

ChangeState();

isChanged(); determines from percentage if cell changed

Main Method

Launch(args);