```php
<?php
    /**
    *
    * @version 1.0
    *
    * @author Sasette
    *
    * create cells and check
    * if they live or dead
    *
    **/

    require_once("World.php");
    class Cell{
        protected $alive;
        protected $world;
        protected $posX;
        protected $posY;
        protected $NextUpdate;

        public function __construct($world, $alive, $posX, $posY){
            $this->alive = $alive;
            $this->world = $world;
            $this->posX = $posX;
            $this->posY = $posY;
        }

        public function setNextUpdate($input){
            $this->NextUpdate=$input;
        }

        public function getNextUpdate(){
            return $this->NextUpdate;
        }

        public function kill(){
            $this->alive = 0;
        }

        public function revive(){
            $this->alive = 1;
        }

        //count life neighbors
        public function getFriendCount() {
            $count = 0;
            for($x = $this->posX-1; $x <=$this->posX+1; $x++) {
                for($y = $this->posY-1; $y <=$this->posY+1; $y++) {
                    if($x == $this->posX && $y == $this->posY) {
                        continue;
                    }
                    $friend = $this->world->getCell($x, $y);
                    if($friend != false) {
                        if($friend->isAlive() == true) {
                            $count += 1;
                        }

                    }
                }
            }
            return $count;
        }

        public function posX(){
```

```php
            return $this->posX;

        }

        public function posY(){
            return $this->posY;
        }

        //check if cell is alive
        public function isAlive() {
            if($this->alive == 1){
                return true;
            }else {
                return false;
            }
        }
    }
?>
```