

```

public abstract class Cell
    private int state;
    private double xCoord;
    private double yCoord;
    public Cell(double x, double y);
    public abstract void draw();
    public void setState(int state);
    public int getState();
    public double getXCoord();
    public double void setXCoord(double x);
    public double getYCoord();
    public void setYCoord(double y);

```

```

public class CA
    private int width;
    private int height;
    private AnimationTimer timer;
    private boolean simOver;
    -private Collection<Cell> allCells;
    public CA(XMLArgs args);
    public void initialize();
    -public void updateCells();
    public void drawCells();
    public void runSimulation();
    public void pauseSimulation();

```

```

public class Main extends Application
    public main(String[] args);
    public void start(Stage s);
    public void initializeStage(Stage s, CA ca);
    public void loadNewSimulation();

```

```

public class XMLArgs
    private Map<String, String> args;
    public XMLArgs();
    public void readXML(File f);
    public void clearArgs();

```