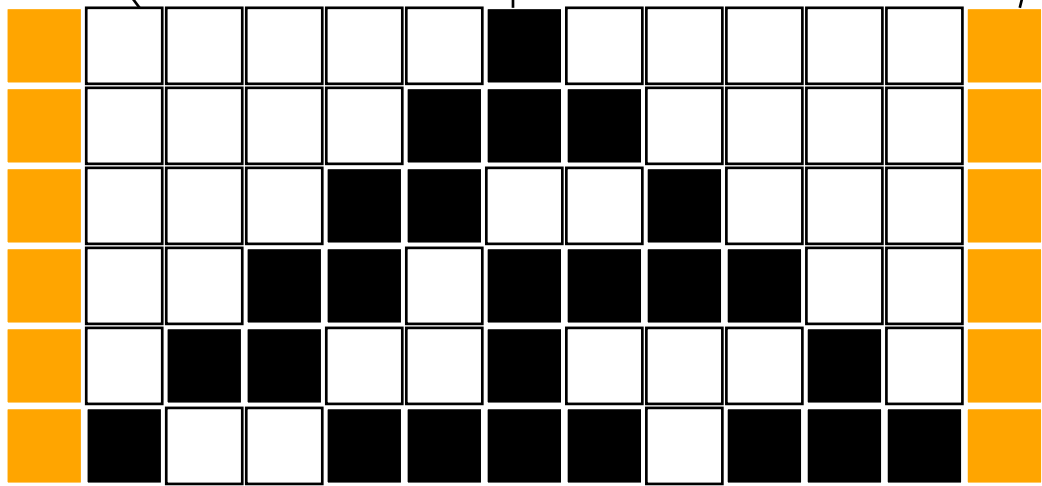


cell = Cell()  
cell.start\_at(white)

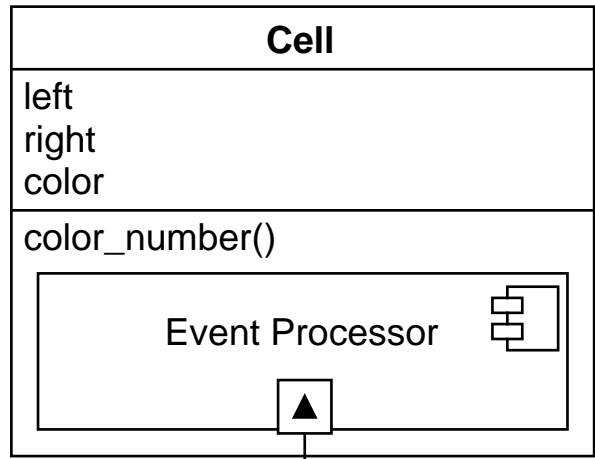
cell = Cell()  
cell.start\_at(black)

cell = Wall()  
cell.start\_at(wall\_white)

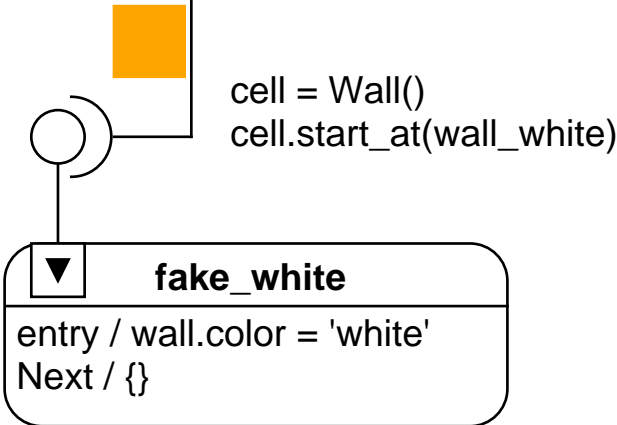
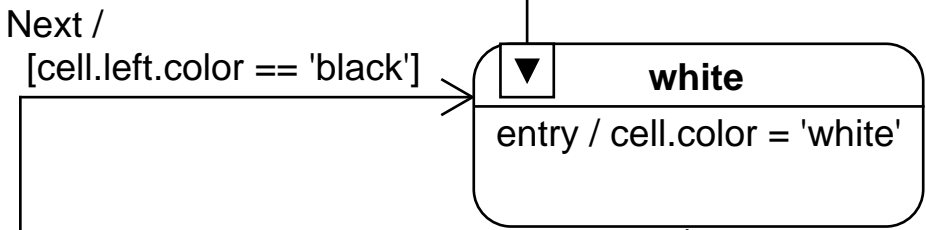
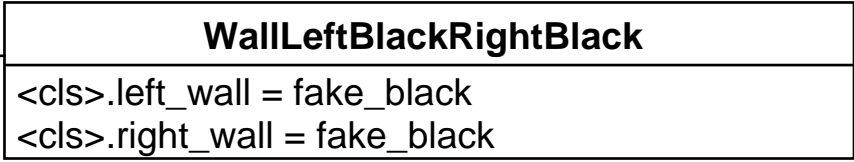
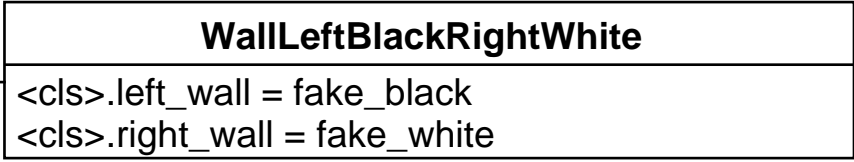
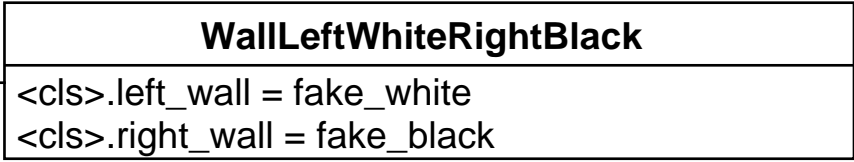
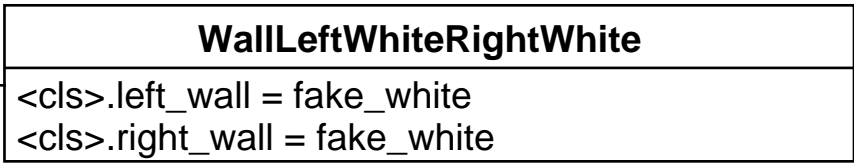
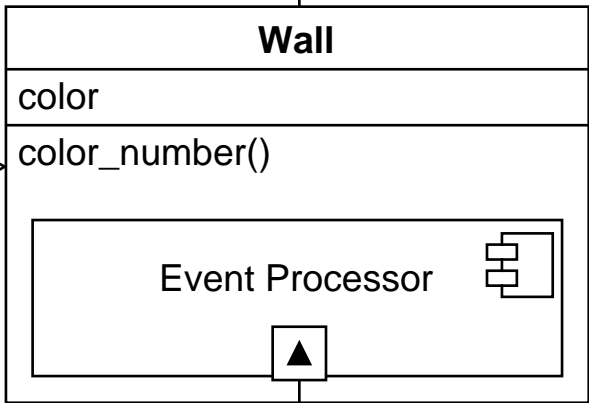
z



Next



HswWithQueues



Rule30

TwoDCellularAutomata

Wall

Canvas