```
Generation
-cellStates: boolean[]
+Generation(states: boolean...)
+Generation(states: String, trueSymbol: char)
+getState(idx: int): boolean
+getStates(): boolean[]
+getStates(falseSymbol: char, trueSymbol: char): String
+size(): int
                       Automaton
    -rule: Rule
    -generations: ArrayList<Generation>
    +falseSymbol: char
    +trueSymbol: char
    +Automaton(ruleNum: int, initial: Generation)
    +Automaton(filename: String)
    +evolve(numSteps: int): void
    +getGeneration(stepNum: int): Generation
    +qetRuleNum(): int
    +qetTotalSteps(): int
    +saveEvolution(filename: String): void
    +toString(): String
                         Rule
+Rule(ruleNum: int)
+evolve(gen: Generation): Generation
+evolve(neighborhood: boolean[]): boolean
+getNeighborhood(idx: int, gen: Generation): boolean[]
+qetRuleNum(): int
```