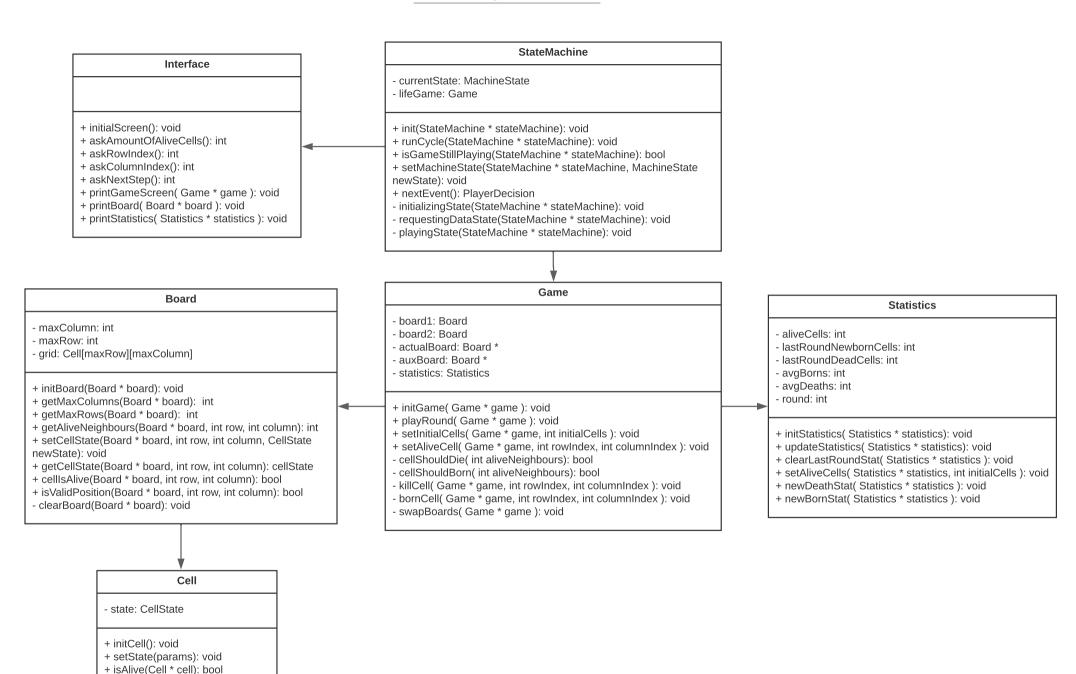
## UML Juego de la Vida



+ getState(Cell \* cell): CellState