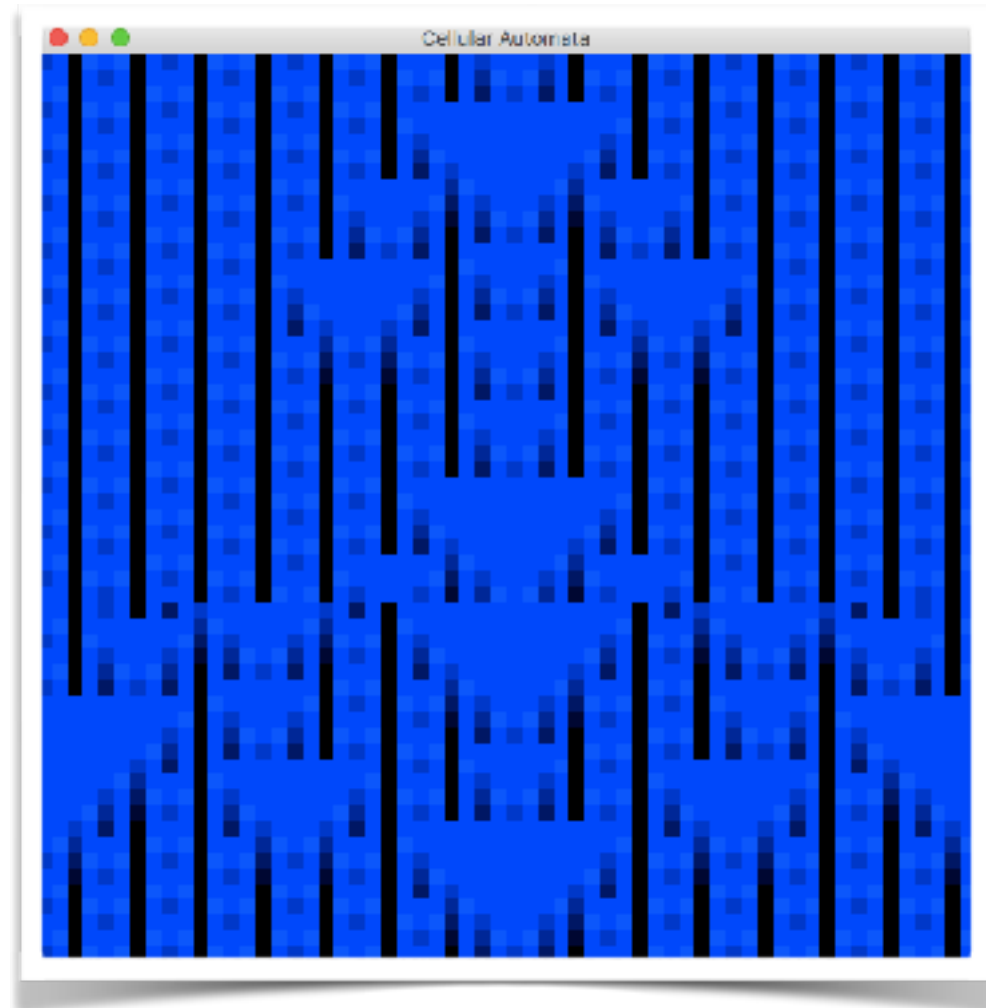# Cellular automata

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 My set rules is 109. So I created two classes: Cell, which contains properties of cell (color index and value) and caDraw. For drawing I used java.swing package. Size of application windows is 600x600 px and cell size is 10x10 px. Edges are wrapped around, so the cell on the left edge is a neighbor of the right and vice versa. After It reaches the bottom it start again from the top, using bottom row as a previous generation.

For cell differentiation I used next colors

Hex code	FFFFFF	CCCCFF	9999FF	6666FF	3333FF	0000FF	0000CC	000099	000066	000033	000000
Color index	-5	-4	-3	-2	-1	0	1	2	3	4	5

Initially app starts with white content panel then draws cells by rules

Sources:

1. http://natureofcode.com/book/chapter-7-cellular-automata/
2. http://atlas.wolfram.com/01/01/109/
3. https://docs.oracle.com/javase/tutorial/2d/geometry/primitives.html