

Class

CACell

this class describes the cell and its state, and has methods to update the cell's state

Fields

maxCycle	<i>type: int</i> this sets the CMax to 4 (see type)
rand	<i>type: Random</i> random variable
canMoveLeft	<i>type: boolean</i> keep track of the state of the cell
canMoveRight	<i>type: boolean</i> ditto
canStay	<i>type: boolean</i> ditto
Available	<i>type: boolean</i> keep track of the state of the cell
type	<i>type: int</i> type of cell: 0 = space, 1 = SC, 2=CA_1....5=CA_4
home	<i>type: CABoxStatic</i> The box the cell sits in
stain	<i>type: double</i> could be used to indicate age
scRate	<i>type: double</i> Relative SC proliferaion rate if scRate = 0.5 SC proliferaion rate would be half CA rate
lineage	<i>type: int</i> unique number for each cell in the initial set

Constructors

CACell(CABoxStatic home,int lin)

gives the cell a home, a lineage, a stain of zero, and makes the home unavailable

Methods

maintain(ParamVals params) Returns void

Determines if a Cell can detach or grow and sets counters

growth(CACell cHold) Returns void

Growth occurs into cell

grow() Returns boolean

given movement left or right checks for space and moves