

## File Coverage Summary

Name	Classes	Methods	Lines	Conditionals
Cell.java	100% <div><div></div><div>1/1</div></div>	67% <div><div></div><div>2/3</div><div></div></div>	71% <div><div></div><div>5/7</div><div></div></div>	50% <div><div></div><div>3/6</div><div></div></div>

## Source

com/ciwithhudson/gameoflife/domain/Cell.java	
1	package com.ciwithhudson.gameoflife.domain;
2	
3	/**
4	* A single cell, which can be alive or dead.
5	*/
6	819 abstract public class Cell {
7	
8	public abstract Boolean isAlive();
9	
10	public Boolean isDead() {
11	0        return !isAlive();
12	}
13	
14	public abstract Cell nextGeneration(int neighbourCount);
15	
16	public static Cell fromChar(char cellValue) {
17	92        if (cellValue == LivingCell.SYMBOL) {
18	35            return new LivingCell();
19	57        } else if (cellValue == DeadCell.SYMBOL) {
20	57            return new DeadCell();
21	}
22	0        throw new IllegalArgumentException("Illegal cell value character: " + cellValue);
23	}
24	
25	}