File Coverage Summary

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

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       }
```