**CellLoop.class**

**Instance Variables**

CellManager myCellManager

String myCellType

ArrayList<InitialCell> myInitialStates

int XDim

int YDim

static final int myTurns

**Methods**

scene generateScene()

Keyframe startFrame()

* Uses EventHandler<ActionEvent>oneRound

void updateCells()

void updateDisplay()

void readInAndParse()

void pause()

void continue()

void restart()

**InitialCell.class**

**Instance Variables**

String myInitialState

Int myX

Int myY

**CellManager.class**

**Instance Variables**

ArrayList<ArrayList<Cells> >myGrid

**Methods**

initialize(string modelType, int xDimension, int yDimension, ArrayList<InitialCell> initialStates)

setNeighbors(String modelType)

**Cell.class (abstract)**

**Instance Variables**

ArrayList<Cells> myNeighbors

int myX

int myY

boolean myUpdated

**Methods**

abstract update()

**CellWorld.class**

**Instance Variables**

CellLoop myCellLoop

final static Int WIDTH

final static Int HEIGHT

**Methods**

void start()

void main()

**SegCell.class**

**Instance Variables**

List myState

**Methods**

update()

**EcoCell.class**

**Instance Variables**

List myState

Int myLifeSpan

**Methods**

update()

**FireCell.class**

**Instance Variables**

List myState

**Methods**

update()