		"Interface" Cell
		setupNeighbours(cellGrid: Cell[][])
AbstractCell		changeState()
# x: int		calculateNextState()
# y: int		beBorn()
# alive: boolean		> die()
# neighbours: List <cell></cell>		isAlive()
# nextState: boolean		getX()
		getY()
+ setupNeighbours(cellGrid Cell[][])		getNeighbours()
+ getNeighbours(): List <cell></cell>		
+ getY(): int		
+ getX(): int		
+ isAlive(): boolean		
+ die()		
+ beBorn()		
+ changeState()		
+ calculateNextState()		
À		
ConcreteCell		
+ ConcreteCell(x: int, y: int)		
+ calculateNextState(): boolean		