```
system
+ system()
+ system()
+ getSide()
+ setSide()
+ set()
+ get()
+ fillRandom()
+ gradientLinear()
+ tick()
+ gridInit()
+ fillSquare()
+ run()
+ prinťV()
+ step()
+ sigmoid()
   gameOfLife
 + gameOfLife()
 + gameOfLife()
 + sumN()
```

+ step()