	Cell<T>
#	const Point<T> base_point
#	const T dx
#	const T dx
#	const unsigned char level
#	std::shared_ptr<Cell> l_l
#	std::shared_ptr<Cell> l_r
#	std::shared_ptr<Cell> u_l
#	std::shared_ptr<Cell> u_r
+	Cell(Point<T>, T, T, unsigned char)
+	virtual ~Cell()
+	Point<T> getBasePoint() const
+	unsigned char getLevel() const
+	bool isLeaf() const
+	Point<T> getCenter() const
+	T getDx() const
+	T getDy() const
+	T getDiagonal() const
+	T cellSurface() const
+	virtual void splitCell()
+	virtual void mergeCell()
+	void refineCell(const RefinementCriterion<T> & , const unsigned char)
+	void simplifyCell(const RefinementCriterion<T> &, const unsigned char)
+	void updateCell(const RefinementCriterion<T> &, const unsigned char, const unsigned char)
+	std::vector<Point<T>> getVertices() const
+	void getLeaves(std::vector<std::shared_ptr<Cell<T>>> &)
+	void getPreLeaves(std::vector<std::shared_ptr<Cell<T>>> &) const
+	std::string tikzDot() const
+	std::string tikzSquare(const RGBColor color, const bool) const
+	T zeroOrderIntegration(const std::function<T(Point<T>)> &) const
+	T thirdOrderGaussianIntegration(const std::function<T(Point<T>)> &) const