The code is a class that has two variables, grNum and P. The class also has an array of four integers called d. This is the area of the grain in square meters.

There are three methods: addBoundaryCell(), getBoundaryCells(), and clearBoundaryCells().

The addBoundaryCell() method takes one parameter which is a Cell object.

It then adds this cell to the boundary cells list.

The getBoundaryCells() method returns all the boundary cells in order from 0-n\_cells-1 as an ArrayList.

The code is used to create an instance of a Grain object.

The Grain class has the following attributes: grNum - the number of grains in this particular batch.

P - the density of each grain (in grams per cubic centimeter).

O - the order number for this particular batch.

boundaryCells - an ArrayList containing Cell objects that define where boundaries are for this batch of grains.

d - an int array with 4 elements that defines how many cells there are in each direction, and their dimensions (i.e., length and width).