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| **AbstractCell** |
| **bool state** |
| **AbstractCell(char)**  **bool alive()**  **virtual char get\_state()**  **void change\_state()**  **virtual bool evolve(AbstractCell\*\*)**  **virtual ~AbstractCell()** |

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| **ConwayCell** |
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| **ConwayCell(char)**  **char get\_state()**  **bool evolve(AbstractCell\*\* const)** |

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| **FredkinCell** |
| **int age** |
| **FredkinCell(char)**  **char get\_state()**  **bool evolve(AbstractCell\*\* const)** |

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| **Cell** |
| **AbstractCell\* \_ptr** |
| **Cell(char)**  **~Cell()**  **Cell(const Cell&)**  **AbstractCell\* operator & ()**  **bool alive()**  **char get\_state()**  **void change\_state()**  **bool evolve(AbstractCell\*\* const)** |