automata = TwoDCellularAutomata(
    generations=200,
    machine_cls=Rule30,
    wall_cls=WallLeftWhiteRightWhite,
    cells_per_generation=50)

"Make a 2d automata using the
Rule30 machine, force the left and right walls white.
Make the graphing paper 50 squares wide and
run the automata for 200 lines."

TwoDCellularAutomata

_machine_cls
_wall_cls
_generations
_cell_per_generation
_initial_condition_index
_left_wall
_right_wall
Z

_make_and_start_left_wall_machine()
_make_and_start_right_wall_machine()
_initial_state()
_new_generation()
make_generation_coroutine()

Collaboration ──── <Rule CLS>

example: (Rule30)

Collaboration ──── <Wall CLS>

example: (WallLeftWhiteRightWhite)
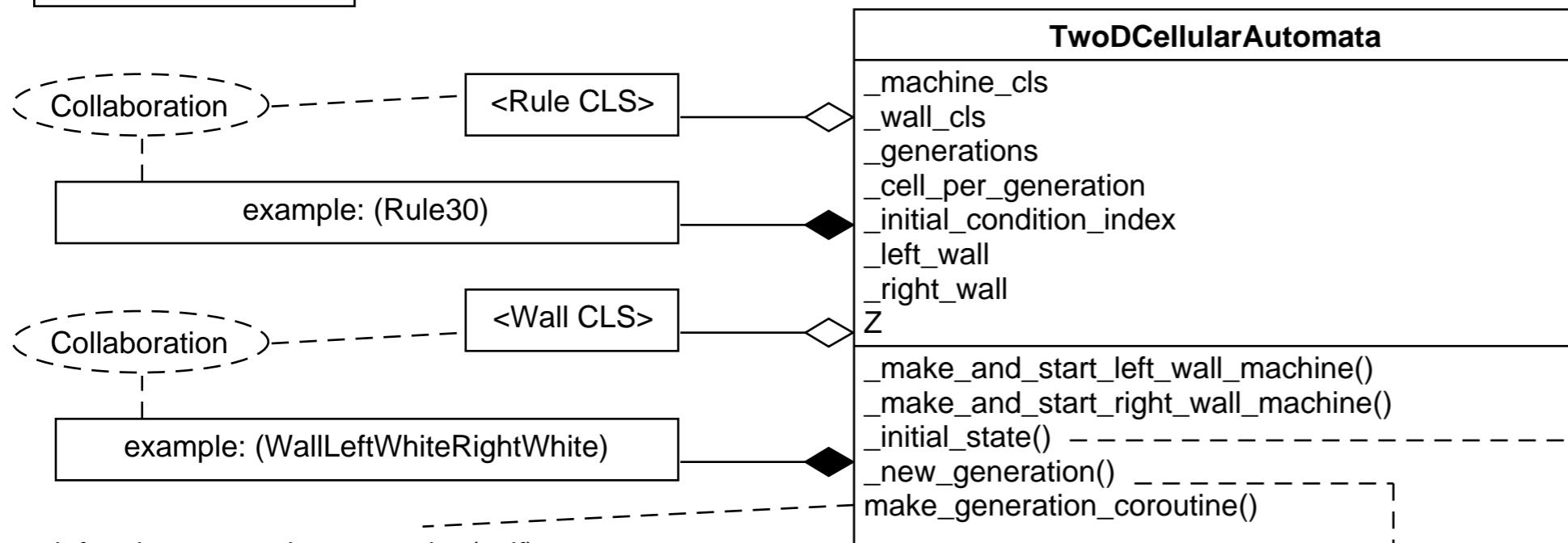
def make_generation_coroutine(self):
    self.initial_state()
    yield self.Z
    white True:
        self.next_generation()
        yield self.Z

make_generation_coroutine is
used by our Canvas object
to make the coroutine that
will update Z's color map

Create the next line's
color map

and the next, and the
next ...

Create the first line's
color map

Next

Next