Pseudocode

1. In this program, we are initially asking the user whether he/she wants to play or not

2. When the user chooses to play game. A playgame function is called.

3. In that function, initially the fileboard function is called, which reads the coordinates, iteration from the file

4. After that, a loop starts for the number of time, up till the number of times (that we got from the file)

5. In that loop, initially a function is called for displaying the grid then a function is called for replicating the grid into a second grid.

6. After this there starts a nested loop, which sends each coordinate of the second grid to a check function, which counts the number of alive cells across each cell.

7. After the value of live neighbors is returned, it checks the conditions. And the original grid gets updated

8. This program runs for the number of times mentioned in the file.