

Lifegame

In the **lab1a.c** my approach to complete the game is from bottom to top functions mentioned in the files i.e. `num_neighbours()` is the last function but complete it first. In this function just count how many neighbours are there? Then `get_next_state()` set the live or dead cell and according to rules. At last `next_generation()` implementation loops till height, width of the world. Now in the main just implement a for loop till generations = 50.

Almost the same changes like **lab1a.c** in the **lab1b.c**. just a slight change in main because the main `argc`, and `argv` argument count and argument vector respectively. So if the argument count is greater than 1, it initialises the world from the file, otherwise initializes the world by default.

In **lifegame.c** just implement the functions to read an external file and write it in `world.txt` externally.