Module 6.2 Assignment

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CSD325: Advanced Python

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Start

No ← Is bext module installed? → **Yes** → Creat a new forest scene

Show install instructions

End

Add water/ lake

Main Simulation Loop → **External interrupt (Ctrl-C)** → End

Assignment 5.2: Forest Fire Simulation: Flowchart
CSD 325
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Create an empty dictionary "next forest" for next iteration ← Display current forest ← Clear the display

Loop through every X column, Y row in current forest

Move to next (X,Y) in current forest ← This (X,Y) space already set in next forest? → **No** → Check if this (X,Y) space is Empty, Tree, Fire, or Water

Yes

Skip this (X,Y) space (already updated)

Empty

Tree

Water

Fire

Empty: Grow chance succeeds?

Tree: Lighting chance strike occurs?

Water: Set to water in next forest

Fire: Set all 8 neighboring trees to Fire in next forest (Only spreads to Trees, not Water)

Yes → Set this (X,Y) space to Tree in next forest

No → Keep (X,Y) space Empty in next forest

Yes → Set this (X,Y) space to Fire in next forest

No → Keep this (X,Y) space as Tree in next forest

Set this (X,Y) space Empty in next forest

All (X,Y) grid cells processed in current forest? → **No** (loops back)

Yes → Replace current forest with next forest → Pause and continue simulation loop