

GAMEOFLIFE

Question	Assigned Number
Q1. How do you achieve smooth animation in the output demo?	5
Q2. How does your program handle large grids without slowing down too much?	5
Q3. How does your output appear colourful in the terminal?	5
Q4. If the grid becomes very large, what part of your program slows down first?	7
Q5. Why didn't you save each generation to a file?	3
Q6. What happens if the user enters invalid input while setting the grid manually?	9