Use nested for loops in order to iterate through each box in the grid. Check if there is an actor stored in the location the for loop is currently in and if there is check if it has two or three neighbors. If it has two or three neighbors keep it alive but if it has less than two neighbors or more than three it dies. Use the getNeighbors() method in order to find this out and store all the dead and alive cells inside the deadcell or alivecell arraylist.. Then on an else statement, check if there is no actor inside the location the for loop is currently at and then check if it has three neighbors. If it has three neighbors make the dead cell turn alive by adding it to the alive arraylist.