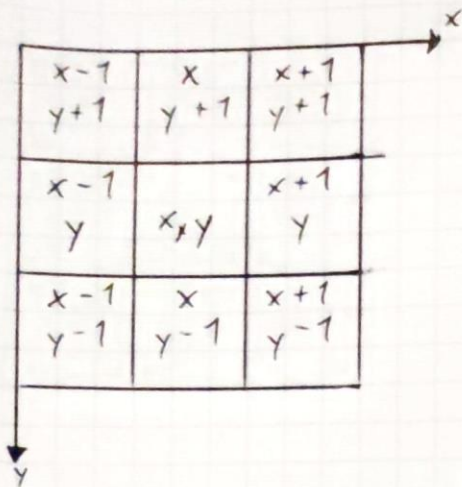


Schritt 1.



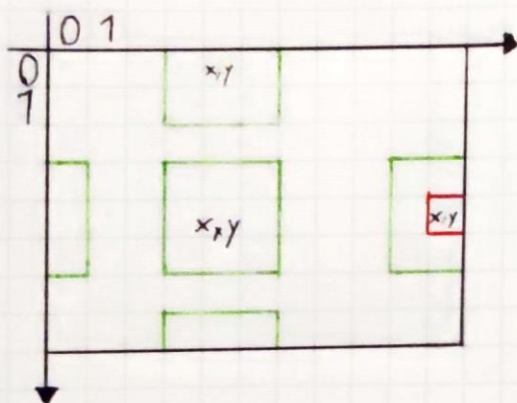
$$y_{oben} = y + 1 \rightarrow y0$$

$$y_{unten} = y - 1 \rightarrow yU$$

$$x_{links} = x - 1 \rightarrow xL$$

$$x_{rechts} = x + 1 \rightarrow xR$$

Schritt 2.



if (x == 0) {

 xL = XMAX - 1;

} if (x == XMAX - 1) {

 xR = 0;

} if (y == 0) {

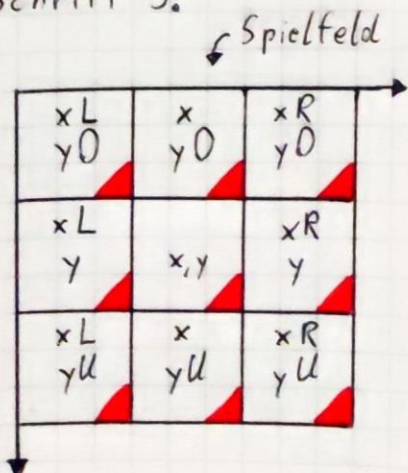
 y0 = YMAX - 1;

} if (y == YMAX - 1) {

 yU = 0;

}

Schritt 3.



lebende = 0

lebende += Spielfeld[xL][y0];

lebende += Spielfeld[x][y0];

- 11 - [xR][y0];

- 11 - [xL][y];

- 11 - [xR][y];

- 11 - [xL][yU];

- 11 - [x][yU];

- 11 - [xR][yU];