#CodingDojo @ Hanoi
Kata: Game of Life

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2 Problem Description

3 Solving with Randori

What is the Game of Life?

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- A board game!
- Zero-player
- $\rightarrow$ No winners
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- $\rightarrow$ Neat and safe!!!
- Very simple rules.

The Board

- 2-dimensional grid of cells.

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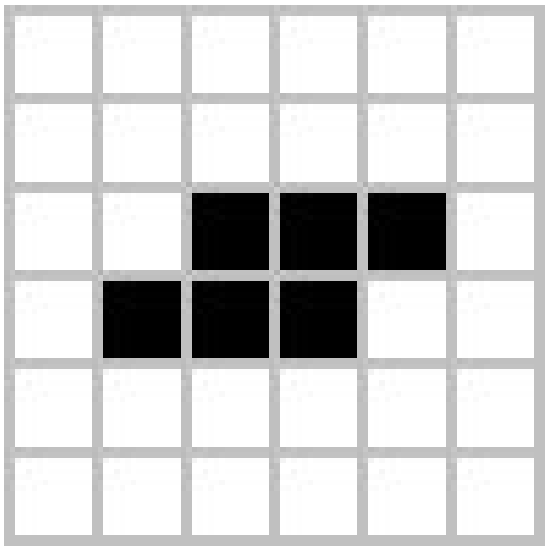
- Like this:



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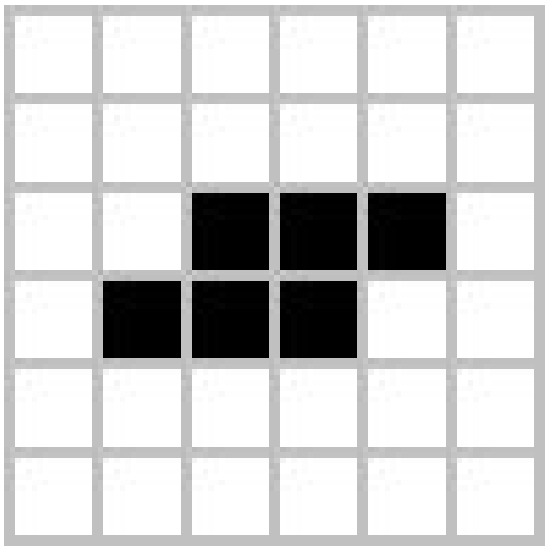

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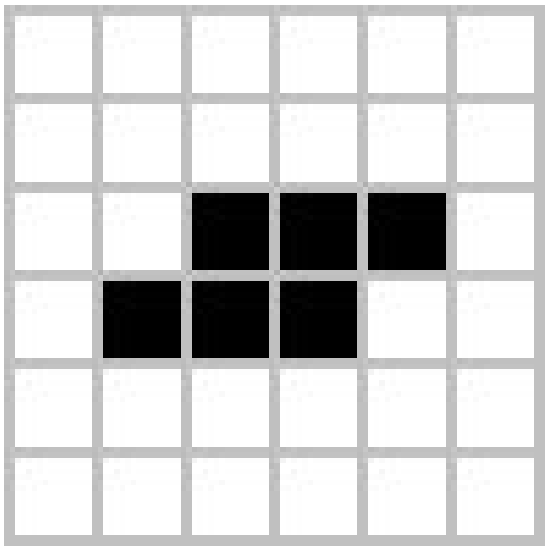

- See the black and white cells?
- Black cells are alive ones.
- White cells are dead ones.

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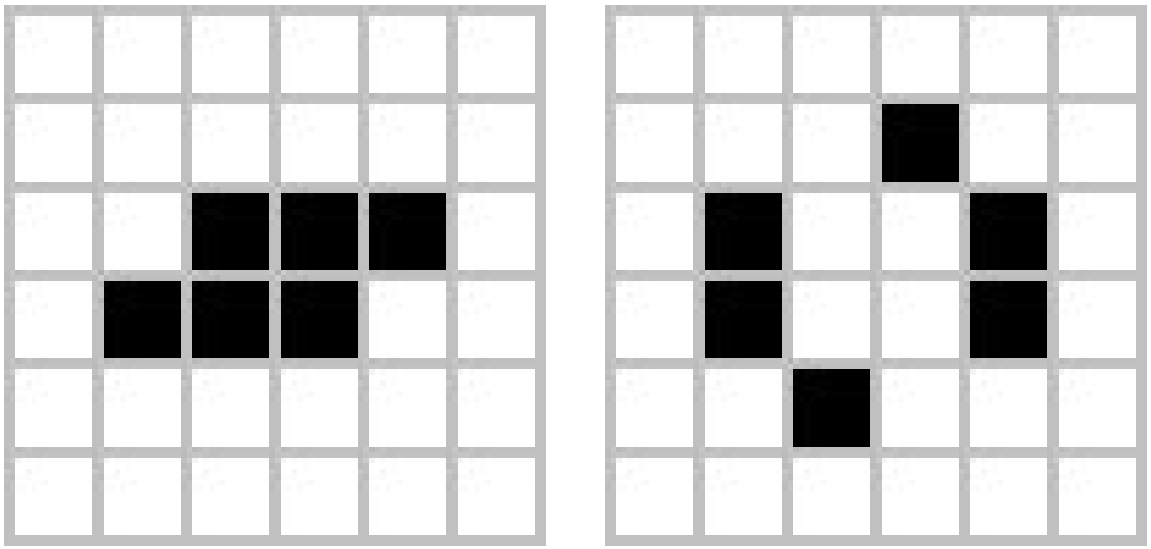
- Any living cell with more than 3 living neighbours dies (caused by overcrowding).
- Any living cell with exactly 2 or 3 living neighbours lives on to the next generation.
- Any dead cell with exactly 3 living neighbours comes back to live.

Like this

After one step, the board would transform like this (left to right):



The Problem

Giving a board with finite dimensions. Find the next transformation of the board after one step.

Data

Input

- 1^{st} row: Number of rows and columns, respectively.
- From 2^{nd} row: the board, "$*$" denotes living cells, "." denotes dead cells.

Like this:

```
4 8
........
....*...
...**...
........
```

Output

The result board.

Like this:

```
........
...**...
...**...
........
```

Solving Game of Life with Randori

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- Writing tests first.
- Thinking (critically).
- Being a pilot/co-pilot and getting help.
- Don't forget to have fun!!!

Let's do it!!!

Thank you for your attention!