# LIFE

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This Life program is a translation of the Smalltalk-80 version in the book **Smalltalk-80: The Language and its Implementation**, by Goldberg and Robson.

Input is a window where the "on" pixels are interpreted as living cells.  The window is continually updated as life goes on.

Now an "idle" hack: LIFEDEMO as a display function plays life with the bits of the screen (in a copy of them in a window, e.g., it doesn't smash your screen.)

(LifeIdle W N)                                                                                              [Function]

Run Life in window W, using the bits behind W as a starting point. N is optional, and can either be 1, 2,4 or 8. Its the magnification of the life window.

(Life W N)                                                                                                    [Function]

Like LifeIdle but uses the current contents of the window.