Project Report

Project title:Conway game of life

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Project Design

A program that depicts a system involving cellular automation graphically, where people(represented as cells in a grid) evolve in accordance to the rules that govern their world. In this program the world would be assumed to be of finite size.

Key modules:

-Animation.c- To and implement the system .

-unit_tests.c-To see if functions of Animation.c pass the tests

-Main.c- To render the game to a graphical interface

-Animation.h- Consists of function prototypes of the functions implemented in Animation.c

Test plan:

Function: int set(char grid[10][10],int row,int col) Expected behaviour: Sets cells to the state of being alive at given coordinates. checked exceptions: returns -1 if the given coordinates are out of scope

Assertion:Returns an integer value.

Function:int no_of_neighbors(char grid[][],int row,int col)

Expected behaviour: Returns the no. of neighbors of a particulr cell in the grid.

Assertion:Returns the correct number of neighbors

Checked exception:N/A

Function: char update_state(char grid[5][5],int row, int col):

Expected Behaviour: Given the current state of a cell, the function computes the next state based on the number of neighbors.

Checked exception:N/A

Assertion:Returns '*'to indicate that the cell at given coordinate is alive and' ' to indicate that cell at given location is dead.

Project Schedule:

Week	Task
6	Designing header files and function prototypes.
7	Writting unit tests for functions and implementing functions in the corrosponding modules.
8	Running unit tests to see if edge cases have been covered in implementation.
9	Visulaising the game graphically.
10	Add ing the functionality of making the world more configutable by user
11	Refactoring code to improve readablity