



This program is a forest fire simulation using emergent behavior as each pixel is impacted by a random chance which can then lead to more random chances to neighboring pixel in the next cycle of the loop. Each space or pixel in the generated grid can be a tree, fire, or empty pixel. At the start, each cell is assigned based on the tree density setting. During each loop, empty cells can become trees, trees can be struck by lightning, catching fire, and fire spreads to neighboring trees, before fire pixels burn out, becoming empty cells again. These rules set up the simulation producing a randomized pattern with each loop. Also Allows user to End program with Ctrl+C.