Eric Bronner
CS211 Section 01
pa2a – Game write-up

My game update function works similar to the minesweeper program from CS111 – it creates a temporary board to hold the update, and goes space by space on the original, checking the number of neighbors. Once a count is made for a space, it checks the count against the rules and makes the same space on the temporary board the appropriate value.

This function runs in $O(h*w)$, where h is the height and w is the width.