REPORT
MTCS:103(P)

Topic: Game of Life

Summary:

I wrote C Program for Game of Life. I revised full C Programming concepts and learned how to approach a new problem. By splitting big problem to small functions, helped me to solve this problem better. This Program uses Dynamic Allocation, File Handling for Input and Output, Global variables for Board and Board1, Rows and Cols. This program contains initialise function which deals with Allocation and getting input from file, Free space function which deals with deallocating both matrices, Finding Neighbour function which deals with count of alive cell around the given cell, Copy function, New Generation function which deals with satisfying all four given conditions, Printing Board function which displays output in both screen and File, Checking board function deals with whether given generation and previous generation is same or not.

In Main function, Opening the input file in read mode and output file in write mode. It uses Fscanf function to read input string from file and Gives output in different file (Gameoflife Output).

Input file: Gameoflife input1

C file: Gameoflife1.c

Output file: Gameoflifeoutput

Compile: gcc -o Gameoflife Gameoflife1.c

Run: ./Gameoflife.