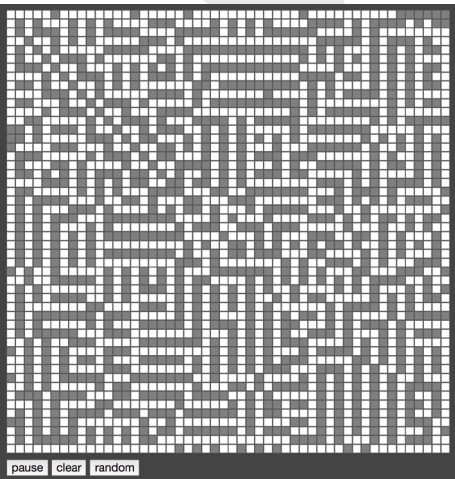


Now that you've totally rocked this project, could you take it further? Of course. Here are some ideas!

EXTRA-CURRICULAR ACTIVITIES

Five plugin algorithms for your simulator
Here are a few alternative algorithms you can try in The Game of Life. See how just a small change in the rules for the game have drastic effects on how the 'life' evolves. Just pop this code into the applyRules function replacing the rules from the project, and have fun!

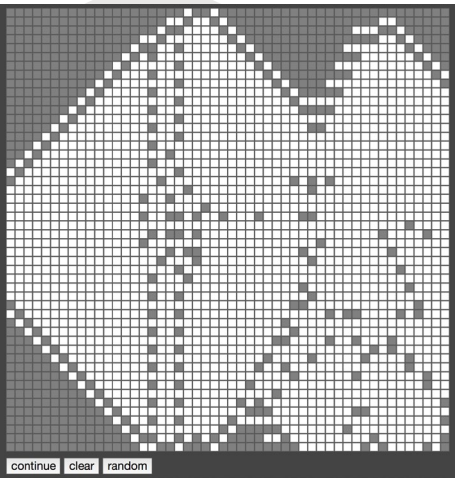
```
// Maze
if (grid[row][col] == 1) {
  if (numNeighbors > 0 && numNeighbors < 6) {
    nextGrid[row][col] = 1;
  } else {
    nextGrid[row][col] = 0;
  }
} else {
  if (numNeighbors == 3) {
    nextGrid[row][col] = 1;
  }
}
```



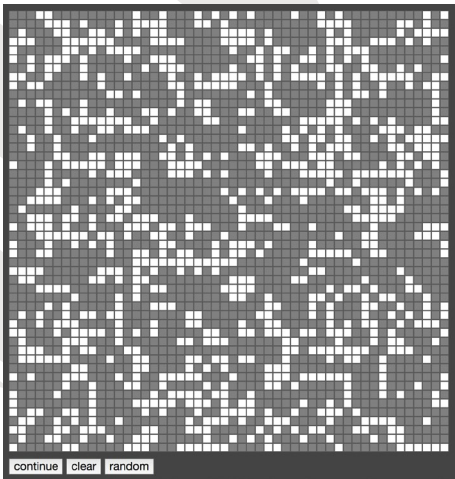
```
// Night / Day
if (grid[row][col] == 1) {
  if (numNeighbors == 3 ||
    numNeighbors == 4 ||
    numNeighbors > 5)
  {
    nextGrid[row][col] = 1;
  } else {
    nextGrid[row][col] = 0;
  }
} else {
  if (numNeighbors == 3 ||
    numNeighbors > 5)
  {
    nextGrid[row][col] = 1;
  }
}
```



```
// Walled City
if (grid[row][col] == 1) {
  if (numNeighbors > 3 && numNeighbors < 9) {
    nextGrid[row][col] = 1;
  } else {
    nextGrid[row][col] = 0;
  }
} else {
  if (numNeighbors > 1 && numNeighbors < 6) {
    nextGrid[row][col] = 1;
  }
}
```



```
// Reverse Game of Life
if (grid[row][col] == 1) {
  if (numNeighbors == 3) {
    nextGrid[row][col] = 1;
  } else {
    nextGrid[row][col] = 0;
  }
} else {
  if (numNeighbors == 2 || numNeighbors == 3) {
    nextGrid[row][col] = 1;
  }
}
```



```
// Off and On
if (grid[row][col] == 1) {
  if (numNeighbors < 3 || numNeighbors == 4) {
    nextGrid[row][col] = 1;
  } else {
    nextGrid[row][col] = 0;
  }
} else {
  if (numNeighbors < 4 || numNeighbors == 5) {
    nextGrid[row][col] = 1;
  }
}
```

