**The rules of the Game of Life: Overview**

We're ready to apply the rules of the game to the cells in the grid. To do that, we're going to use the state stored in grid array. Wherever there's a 1 in that array, we have a live cell, and wherever there's a 0, we have a dead cell. Let's do a quick refresher of the rules of The Game of Life before we start implementing the code (in the next lesson):

* Any live cell with fewer than two live neighbors dies, as if caused by under-population.
* Any live cell with two or three live neighbors lives on to the next generation.
* Any live cell with more than three live neighbors dies, as if by overcrowding.
* Any dead cell with exactly three live neighbors becomes a live cell, as if by reproduction.

Now imagine applying these rules to every item in the grid array. We'll iterate through all the cells in the grid array, and as we iterate, we'll call a function to apply the rules to every cell, and store the new state of that cell in the nextGrid.

To see how we're going to do this, watch the video in the next lesson. Then we'll get started implementing the rules for The Game of Life.