

## Game of Life Lab

createNextGeneration() [PSEUDO CODE]

```
for every row (y value) in grid;
{
    for every column (x value) in grid;
    {
        if NO cell present at (x,y) AND neighbors == 3;
        {
            put new cell @ this location (x,y)
        }
        else
        {
            if neighbors < 2 OR neighbors > 3;
            {
                remove this cell @ (x,y)
            }
        }
    }
}
```