York Code Dojo

Conway’s Game Of Life

Rules

1. Any **live** cell with fewer than two live neighbours dies, as if caused by under-population.



1. Any **live** cell with two or three live neighbours lives on to the next generation.



1. Any **live** cell with more than three live neighbours dies, as if by over-population.



1. Any **dead** cell with exactly three live neighbours becomes a live cell, as if by reproduction.

