

Homework 1: Game of Life

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1 Problem Statement

The goal of this assignment is to develop a sequential program that simulates Conway's *Game of Life*, which will later be compared to a parallelized version also developed as part of the parallel and concurrent programming course at Rowan University. The program must accept a single input specifying the grid size, M (where the grid is M by M), along with another input for the maximum number of iterations the game is allowed to run. The program's execution time will be evaluated based on a set of test cases provided by the course instructor, Dr. Guo. The program is to be written in C and executed on Rowan University's cluster computer.

2 Program Design

3 Test Plan

4 Test Cases

5 Analysis and Conclusions

6 References