

# Agent-based modelling of complex systems

## Assignment 2

**Janusz Szwabiński**

1. Implement Conway's Game of Life model ([https://en.wikipedia.org/wiki/Conway\\_Game\\_of\\_Life](https://en.wikipedia.org/wiki/Conway_Game_of_Life)) in a programming language of your choice. Your program should read initial configuration of the grid from a text file and generate an animation illustrating the evolution of the system.
2. Prepare configuration files resulting in interesting (in your opinion) patterns during the simulation.