

CIS450 – Lab 2 – A bit of LIFE

Overview: The goal for this lab is to give you experience using bitwise logic operators.

Resources: Information on Jon Conway's "Life" is available from <http://www.bitstorm.org/gameoflife/> and numerous other sites on the Internet. C code is available from <http://www.rohitab.com/discuss/topic/33623-conways-game-of-life-in-cc/> and other sources as well.

Steps:

1. Write or modify a program implementing Life to use bitwise operations for storing state and determining actions to take. So your application should:
 - a. Store your state using bits in integers – handle up to 128x128 arrays
 - b. Calculate whether a cell should be "on" or "off" for a timestep using bitwise operations.
2. Test your code and run the program `cislinux`.

Requirements: Turn in via KSOL your commented source code, and analysis. Is your code easier or harder to read than the original? Extend? How about its memory requirements? Do you think it runs faster or slower (try this)?