Project #2 - Cellular Rule 150

Class: CPSC 439-01

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Complexity Order

Our program runs at faster speed given that we are generating a 41x20 pixel grid. But we set our cell size to 10 pixels so that our grid is visible and not too small to view. The input size for cell array that we created is fairly small compared to the 400x400 grid in project 1. We created a generation counter to be able to move down row by row, so the counter saved us time instead of having to loop through an array of all 820 elements.

We were not able to get our Turing Machine fully functioning, so we were not able to determine the running time of our TM. But we can assume that we will have a somewhat large running time since it will be the total number of steps that the Turing Machine will take. Each time the Turing Machine will have to look at the left, middle, and right cell.