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. The input size for cell array that we created is fairly small compared to the 400x400 grid in project 1. But 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.