Testreihe – GameOfLife

Selection of Pattern:
1. Block pattern
2. Boat pattern
3. Blinker pattern
4. Toad pattern
5. Glider pattern
6. Spaceship pattern
7. Read from file
=> 7

Selection of Boundary Conditions:
1. Torus model
2. Box model
=> 1

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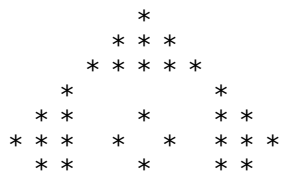
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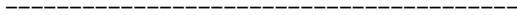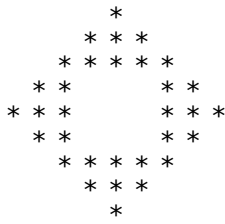
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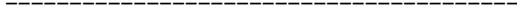

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Selection of Pattern:
1. Block pattern
2. Boat pattern
3. Blinker pattern
4. Toad pattern
5. Glider pattern
6. Spaceship pattern
7. Read from file
=> 7


Selection of Boundary Conditions:
1. Torus model
2. Box model
=> 1


Error! Invalid Numbers in File!


Selection of Pattern:
1. Block pattern
2. Boat pattern
3. Blinker pattern
4. Toad pattern
5. Glider pattern
6. Spaceship pattern
7. Read from file
=> 1


Selection of Boundary Conditions:
1. Torus model
2. Box model
=> 2
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Selection of Pattern:
1. Block pattern
2. Boat pattern
3. Blinker pattern
4. Toad pattern
5. Glider pattern
6. Spaceship pattern
7. Read from file
=> 2

Selection of Boundary Conditions:
1. Torus model
2. Box model
=> 2

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Selection of Pattern:
1. Block pattern
2. Boat pattern
3. Blinker pattern
4. Toad pattern
5. Glider pattern
6. Spaceship pattern
7. Read from file
=> 3

Selection of Boundary Conditions:
1. Torus model
2. Box model
=> 2

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Selection of Pattern:
1. Block pattern
2. Boat pattern
3. Blinker pattern
4. Toad pattern
5. Glider pattern
6. Spaceship pattern
7. Read from file
=> 4


Selection of Boundary Conditions:
1. Torus model
2. Box model
=> 1
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Selection of Pattern:
1. Block pattern
2. Boat pattern
3. Blinker pattern
4. Toad pattern
5. Glider pattern
6. Spaceship pattern
7. Read from file
=> 5


Selection of Boundary Conditions:
1. Torus model
2. Box model
=> 2
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Selection of Pattern:
1. Block pattern
2. Boat pattern
3. Blinker pattern
4. Toad pattern
5. Glider pattern
6. Spaceship pattern
7. Read from file
=> 6


Selection of Boundary Conditions:
1. Torus model
2. Box model
=> 1




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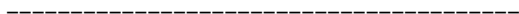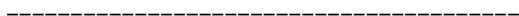
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Selection of Pattern:
1. Block pattern
2. Boat pattern
3. Blinker pattern
4. Toad pattern
5. Glider pattern
6. Spaceship pattern
7. Read from file
=> 5

Selection of Boundary Conditions:
1. Torus model
2. Box model
=> 1

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