

# *The Game of life*

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What we are going to find is the prime number.

## REPRESENTING PYTHON CODE IN YOUR ASSIGNMENT

```
import random
from graphics import *

#this function creates an NxN array filled with zeros
def empty(N):
    a=[]
    for i in range(N):
        b=[]
        for j in range(N):
            b=b+[0]
        a=a+[b]
    return a

#this function fills the array a with a portion p of live cells
def fill(a,p):
    N=len(a)
    for i in range(N):
        for j in range(N):
            if random.uniform(0,1)<p:
                a[i][j]=1

def update(A,B):
    N=len(A)
    for i in range(N):
        for j in range(N):
            neigh=A[(i-1)%N][(j-1)%N]+A[(i-1)%N][j]+A[(i-1)%N][(j+1)%N]+A[i][(j-1)%N]
            +A[i][(j+1)%N]+A[(i+1)%N][(j-1)%N]+A[(i+1)%N][j]+A[(i+1)%N][(j+1)%N]
            if A[i][j]==0:
```

This is Game of life Codes

```

if neigh==3:
    B[i][j]=1
else:
    B[i][j]=0
else:
    if neigh==2 or neigh==3:
        B[i][j]=1
    else:
        B[i][j]=0

def gen2Dgraphic(N):
    a=[]
    for i in range(N):
        b=[]
        for j in range(N):
            b=b+[Circle(Point(i,j),.49)]
        a=a+[b]
    return a

def push(B,A):
    N=len(A)
    for i in range(N):
        for j in range(N):
            A[i][j]=B[i][j]

def slider(a):
    a[1][0]=1
    a[0][1]=1
    a[0][2]=1
    a[1][2]=1
    a[2][2]=1

def slider_2(a,x,y):
    a[1+x][0+y]=1
    a[0+x][1+y]=1
    a[0+x][2+y]=1
    a[1+x][2+y]=1
    a[2+x][2+y]=1

def slider_2a(a,x,y):
    a[2+x][0+y]=1

```

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a[0+x][1+y]=1
a[2+x][1+y]=1
a[1+x][2+y]=1
a[2+x][2+y]=1

def drawArray(A,a,window):
#A is the array of 0,1 values representing the state of the game
#a is an array of Circle objects
#window is the GraphWin in which we will draw the circles
N=len(A)
for i in range(N):
for j in range(N):
if A[i][j]==1:
a[i][j].undraw()
a[i][j].draw(window)
if A[i][j]==0:
a[i][j].undraw()

N=100
win = GraphWin("Title",600,600)
win.setCoords(-1,-1,N+1,N+1)
grid=empty(N)
grid2=empty(N)
circles=gen2Dgraphic(N)
slider_2(grid,40,45)
slider_2(grid,32,30)
slider_2a(grid,45,60)
slider_2a(grid,80,40)

for i in range(10):
slider_2a(grid,9*i,8*i)
for i in range(10):
slider_2(grid,3*i,4*i)
#fill(grid,0.1)

while True:
drawArray(grid,circles,win)
update(grid,grid2)
push(grid2,grid)

```

```
\begin{figure}  
\includegraphics[width=10cm]{game of life.jpg}  
\end{figure}
```

of life.jpg of life.jpg

