## The Game of life

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What we are going to find is the prime number.

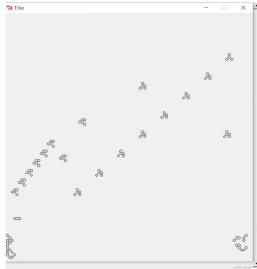
## REPRESENTING PYTHON CODE IN YOUR ASSIGNMENT

```
This is Game of life Codes
import random
from graphics import \ast
#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:</pre>
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:
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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