Homework 1:

Implement Conway’s Game of Life in the language of your choice.

You may NOT use existing libraries or implementations – This will result in an automatic failure

You MUST submit code and compilation instructions. If you submit a binary alone without code and compilation instructions, you will receive a 0. (AKA I’m not running your code raw on my box)

Your implementation will be checked with standard patterns as seen on <http://www.bitstorm.org/gameoflife/>

(Glider, Small Exploder, Exploder, 10-row cell, lightweight space ship, and tumbler)

It may also be checked with a few other patterns but having a successful general implementation that can handle the above patterns is satisfactory.

Ideally users will be able to enter board size. If you choose to use a static board you may have points deducted. Boards should accept at least 20x20.

It should follow the rules outlined on <https://en.wikipedia.org/wiki/Conway%27s_Game_of_Life>