1. Use <https://learn.javascript.ru/first-steps> for introduction to JS.
2. Use <https://learn.javascript.ru/quiz> to check you knowledge.
3. Update your repository to get the latest version: <https://www.screencast.com/t/WJqide0m>
4. Read about rules for the game [Life](https://ru.wikipedia.org/wiki/%D0%96%D0%B8%D0%B7%D0%BD%D1%8C_(%D0%B8%D0%B3%D1%80%D0%B0)) (wiki).
5. Copy folder Life in Task2 to the folder with your name surname under Task2. **Note the initial folder Life should be unchanged!** Just write your own code under own copy of the Life folder.
6. It contains simpe html page, some css styles and folder with javascript files. File life.js is empty. Your task is to write js code for the game Life. Please see the video below:

<https://www.screencast.com/t/AQskkZYMH>

1. Using JS draw grid lines for your world (for example, 20x20).
2. Put some “alive” cells for the field – initial state.
3. Click on button start and allow your world to live ;)
4. Keep in mind cases (like for glider) – the second figure on the video. (В компьютерных реализациях игры поле ограничено и (как правило) верхняя граница поля «соединена» с нижней, а левая граница — с правой, что представляет собой эмуляцию поверхности тора, но на экране поле всегда отображается в виде равномерной сетки.)
5. Use jquery for manipulations with your documen:

var canvas = $("#field")[0] – find canvas element in your html page.

$("#start").click(function(e){

... put your code here to handle click on button start

}); - subscribes to click event on button start.

To draw line:

var context = canvas.getContext('2d');

context.beginPath();

context.moveTo(100, 150);

context.lineTo(450, 50);

context.stroke(); - <http://www.html5canvastutorials.com/tutorials/html5-canvas-lines/>

For timer use:

<https://www.w3schools.com/js/ js_timing.asp>

var timer = setInterval(function(){ ... }, 300);

clearInterval(timer)