

User Guide

Goal of the program

- The goal of the program is to simulate Conway's Game of Life, a cellular automaton devised by mathematician John Conway. The program provides a menu-driven interface that allows the user to perform actions described by the instructions on the usage of the program.

How to use the program

- Menu system (pressing the appropriate number takes you to that menu option):
 1. **SET STATE:** NOT IMPLEMENTED YET
 2. **LIFE:** Starts the life simulation in continuous mode. The simulation will keep running, updating the board and displaying the current generation and population. Press ESC to return to the main menu.
 3. **LIFE STEP:** Starts the life simulation in step mode. The simulation will update the board one generation at a time when you press SPACE. Otherwise, same as 'LIFE'. Press ESC to return to the main menu.
 4. **LOAD:** NOT IMPLEMENTED YET
 5. **SAVE:** NOT IMPLEMENTED YET
 6. **QUIT:** Exits the program.

File management

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