

Game of Life

0 1 2 3 4

0
1
2
3
4

(2,2)

(1,1) (1,2) (1,3)

(2,1) (2,3)

(3,1) (3,2) (3,3)

R-1, C-1	R-1, C	R-1, C+1
R, C-1		R, C+1
R+1, C-1	R+1, C	R+1, C+1

CountNeighbors(...)

board, r, c

EDGE CASE

0 1 2 3 4

0
1
2
3
4

(1,0)

(0,0) (0,1)

(1,1)

(2,0) (2,1)

EDGE CASE

0 1 2 3 4

0
1
2
3
4

(0,4)

(0,3)

(1,3) (1,4)