AUTOMATA THEORY
PROGRAMMING ASSIGNMENT

QUESTION – 1:

Submission Format is 2021101020_q1.zip

./src

./q1
./q2
./q3
report.pdf

- **q1:**

  For running q1, we go to the src directory and run python3 q1/rule.py

  Logic for q1:

  We got to each block and if it is white and it has its left neighbour black, then it becomes black.

- **q2:**

  For running q2, we go to the src directory and run python3 q2/rule.py

  Logic for q2:

  We go to each block and if it is black, then if it has 1 or no neighbours, then it becomes white. Also if it has 4 or more neighbors, then it becomes white. Also, if it has 2 or 3 neighbours, it doesn't change.

  If it is white, then if it has 3 neighbours ,then it becomes black.

- **q3:**

  For running q3, we go to the src directory and run python3 q3/rule.py

  Logic for q3:

  We go to each block and if the neighbour above it or below it is black, then make it black.