

## Conway's game of life

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January 28 2023

# Introduction

- Conway's game of Life is played on an infinite two-dimensional rectangular grid of cells.
- These simple rules are as follows:
  - \* The cell stays alive if it has either 2 or 3 live neighbors
  - \* The cell springs to life only when it has 3 live neighbors

# Approach

- Divide and Conquer
- Using rules as the base
- Identifies the control flow to call the functions

# Learnings

## ■ Pygame

- `pygame.display`
- `pygame.clock`
- `pygame.surface`
- `pygame.draw`
- `pygame.mouse`
- `pygame.events`

# Challenges

- Choosing the right co-ordinates for elements in grid
  - Used trail and error method
- Identifying the well suited built-in function
  - Cross-checking the requirements and built-in function properties
- Usage of Built-In functions
  - Acquired proper knowledge on them

# Statistics

- Number of lines : 106 lines
- Number of function : 6 User defined functions
  - `cell_layout()`
  - `layout()`
  - `commands()`
  - `neighbours()`
  - `ResetGrid()`

# Demo



Figure 1: Demo output

Thank you!