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CPSC 439 Project #2 Big 0

Project #2 assignment was to create the Wolfram's Celluar Automaton Rule 150 and display it on a grid using a Turning machine. The program needed a matrix that contrains 0's or 1's that follows the Cellular Automaton Rule 150. Then the program would read through the matrix and draw the block when the Turning Machine reads a certain value. Since the program creates and fills in the matrix and goes through it again with the Turning Machine, I believe the Big O effiencey time will be O(n x m)