

Alone World

Constructor breedte, hoogte

private breedte = breedte

private hoogte = hoogte

Map < int x, (Map < int y, bool) > >

→ Alone al met  
bool en boolean

for ( h = 0, h < hoogte ; h++ )

{ put ( k, fore ) ;

new Alone ( 0, 0 )

for ( i = 0 ; i < breedte ; i++ )

put ( i, Map )

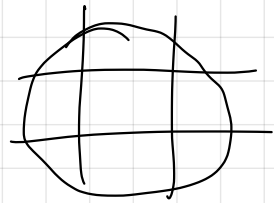
→ result out : alle put in op fore

I, Alive int x, int y

return ( get x ) get y

→ get her uit in Alone  
bool  
int

Toggle cell



(get x/. Put / y, ~~bool~~)

if 10)

-1



Random Cells

→ extra methode  
set her # buren

if 1

+1

$x \pm 1, y$  ;  $x, y \pm 1$

$x \pm 1, y \pm 1$

foreach x

. Put / y, Random.NextBoolean() /  
for each x  
if 8

Next Generation

extra clone cel ? met bool & count of  
buren ?

ollevool overlape

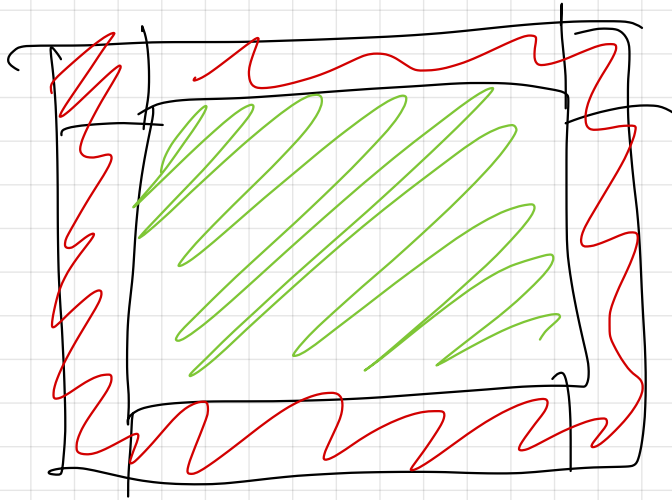
↑ Wereld 1. Next generation  
↑ Wereld 2:

wereld 1 = wereld 2

check buren

Ext in methode:

check\_buren(x, y)



check\_buren(wereld)

check\_buren(x, y) gebruiken.