

CSE 13S Winter Quarter 2022
Assignment 4: The Game of Life

Description of the Program:

The goal of this assignment is to simulate Conway's zero-player game of life. The game of life is to be played on an infinite grid and determines the life and death of a given cell by certain conditions. We are to replicate this.

Files to be included in the "asgn4" directory

- universe.h
 - The header file for universe.c and is given in the resources file
- universe.c
 - For us to create the commands of universe and declare the abstract data type universe
- life.c
 - contains main and prints out the generations of the game of life and contains the getopt loop

Pseudocode:

universe.c

- def uv_create():
 - allocate memory for universe
 - return universe
- def uv_delete():
 - delete memory for universe
- def uv_rows():
 - return num of rows for universe
 - return universe.rows
- def uv_cols():
 - return num of cols for universe
 - return universe.cols
- def uv_live_cell(row, col):
 - if row<uv_rows and col<uv_cols:
 - Universe[row][col] = true
 - else:
 - return false
- def uv_dead_cell(row,col):
 - if row<uv_rows and col<uv_cols:
 - Universe[row][col] = false

- else:
 - return false
- def uv_get_cell(row,col):
 - if row<uv_rows and col<uv_cols:
 - return Universe[row][col]
 - else:
 - return false
- def uv_populate(Universe, file):
 - open file
 - for row,col in range(file.length()):
 - Universe[row][col] = true
- def uv_census(row,col):
 - counter = 0
 - for r in range(row-1, row+1):
 - for c in range(col-1, col+1):
 - if Universe[r][c] = true:
 - counter += 1
 - return counter

life.c

- getopt for options
- if t = true:
 - toroidal
- if s = true:
 - print = false
- if n = true:
 - gen = n
- if i = true:
 - file = i
- if o = true:
 - Universe -> o
- for u in range(gen):
 - print(Universe)