

Código:

eclipse-workspace - EDD/src/clase2/juegodelavida.java - Eclipse IDE

File Edit Source Refactor Navigate Search Project Run Window Help

Package Explorer Type Hierarchy

src

- module-info.java
- EDD
 - JRE System Library [JavaSE-21]
 - src
 - clase1
 - clase1.resources
 - datos_redes_sociales.csv
 - clase2
 - ajedrez.java
 - Array2D.java
 - juegodelavida.java
 - JuegoDeLaVida2.java
 - JuegoDeLaVida3.java

ajedrez.java Array2D.java juegodelavida.java JuegoDeLaVida2.java JuegoDeLaVida3.java

```
1 package clase2;
2
3 public class juegodelavida {
4
5     public static void main(String[] args) {
6         int filas = 5;
7         int columnas = 5;
8
9         // Tablero inicial
10        int[][] tablero = {
11            {0, 1, 0, 0, 0},
12            {0, 0, 1, 0, 0},
13            {1, 1, 1, 0, 0},
14            {0, 0, 0, 0, 0},
15            {0, 0, 0, 0, 0}
16        };
17
18        System.out.println("Generación inicial:");
19        imprimir(tablero);
20
21        // Mostrar 4 generaciones
22        for (int g = 1; g <= 4; g++) {
23            tablero = siguienteGeneracion(tablero);
24            System.out.println("Generación " + g + ":");
25            imprimir(tablero);
26        }
27    }
28
29    // Calcula la siguiente generación
30    public static int[][] siguienteGeneracion(int[][] tablero) {
31        int filas = tablero.length;
32        int columnas = tablero[0].length;
33        int[][] nuevo = new int[filas][columnas];
34
35        for (int i = 0; i < filas; i++) {
36            for (int j = 0; j < columnas; j++) {
37                int vecinos = contarVecinos(tablero, i, j);
38
39                // Reglas de Conway
40                if (tablero[i][j] == 1 && (vecinos == 2 || vecinos == 3)) {
41                    nuevo[i][j] = 1; // Sobrevive
42                } else if (tablero[i][j] == 0 && vecinos == 3) {
43                    nuevo[i][j] = 1; // Nace
```

Problems Javadoc Declaration Console

<terminated> juegodelavida [Java Application] C:\Users\lizet\Downloads\eclipse-dsl-2025-06-R-win32-x86_64\eclipse\plugins\org.eclipse.justj.openjdk.hotspot.jre.full

Generación inicial:

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ajedrez.java Array2D.java juegodelavida.java JuegoDeLaVida2.java JuegoDeLaVida3.java

```
41     nuevo[i][j] = 1; // Sobrevive
42 } else if (tablero[i][j] == 0 && vecinos == 3) {
43     nuevo[i][j] = 1; // Nace
44 } else {
45     nuevo[i][j] = 0; // Muere
46 }
47 }
48 }
49 return nuevo;
50 }
51
52 // Cuenta vecinos vivos
53 public static int contarVecinos(int[][] tablero, int x, int y) {
54     int filas = tablero.length;
55     int columnas = tablero[0].length;
56     int conteo = 0;
57
58     for (int i = -1; i <= 1; i++) {
59         for (int j = -1; j <= 1; j++) {
60             if (i == 0 && j == 0) continue; // Ignorar la celda misma
61             int fila = x + i;
62             int col = y + j;
63
64             if (fila >= 0 && fila < filas && col >= 0 && col < columnas) {
65                 conteo += tablero[fila][col];
66             }
67         }
68     }
69     return conteo;
70 }
71
72 // Imprimir tablero en consola
73 public static void imprimir(int[][] tablero) {
74     for (int i = 0; i < tablero.length; i++) {
75         for (int j = 0; j < tablero[0].length; j++) {
76             System.out.print(tablero[i][j] == 1 ? "0" : ". ");
77         }
78         System.out.println();
79     }
80     System.out.println();
81 }
82 }
83 }
```

Problems Javadoc Declaration Console

<terminated> juegodelavida [Java Application] C:\Users\lizet\Downloads\eclipse-dsl-2025-06-R-win32-x86_64\eclipse\plugins\org.eclipse.justi.openjdk.hotspot.jre.full

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6 Trending videos Momentos de Vi...

Buscar

Código Compilado:

The screenshot shows the Eclipse IDE interface. The top menu bar includes File, Edit, Source, Refactor, Navigate, Search, Project, Run, Window, and Help. The toolbar contains various icons for file operations and development tools. The Package Explorer on the left shows the project structure:

- jdkjdeps - C:\Users\lizet\Downloads\eclipse-d
- jdkjdi - C:\Users\lizet\Downloads\eclipse-dsl-
- jdkjdp.agent - C:\Users\lizet\Downloads\eci
- jdkjfr - C:\Users\lizet\Downloads\eclipse-dsl-
- jdkjshell - C:\Users\lizet\Downloads\eclipse-d
- jdkjsobject - C:\Users\lizet\Downloads\eclipse
- jdkjstatd - C:\Users\lizet\Downloads\eclipse-c
- jdk.localedata - C:\Users\lizet\Downloads\ecli
- jdk.management - C:\Users\lizet\Downloads\ec
- jdk.management.agent - C:\Users\lizet\Downloa
- jdk.management.jfr - C:\Users\lizet\Downloa
- jdk.naming.dns - C:\Users\lizet\Downloads\ec
- jdk.naming.rmi - C:\Users\lizet\Downloads\ec
- jdk.net - C:\Users\lizet\Downloads\eclipse-dsl-
- jdk.nio.mapmode - C:\Users\lizet\Downloads\
- jdk.random - C:\Users\lizet\Downloads\eclipse
- jdk.sctp - C:\Users\lizet\Downloads\eclipse-ds
- jdk.security.auth - C:\Users\lizet\Downloads\ec
- jdk.security.jgss - C:\Users\lizet\Downloads\ec
- jdk.unsupported - C:\Users\lizet\Downloads\ec
- jdk.unsupported.desktop - C:\Users\lizet\Downr
- jdk.xml.dom - C:\Users\lizet\Downloads\ec
- jdk.zipfs - C:\Users\lizet\Downloads\eclipse-ds
- src
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 - module-info.java

The main editor shows the code for `ajedrez.java`:

```
53 public static int contarVecinos(int[][] tablero, int x, int y) {
54     int filas = tablero.length;
55     int columnas = tablero[0].length;
56     int conteo = 0;
57
58     for (int i = -1; i <= 1; i++) {
59         for (int j = -1; j <= 1; j++) {
60             if (i == 0 && j == 0) continue; // Ignorar la celda misma
```

The console output shows the game simulation results:

```
<terminated> juegodelavida [Java Application] C:\Users\lizet\Downloads\eclipse-dsl-2025-06-R-win32-x86_64\eclipse\plugins\org.eclipse.justi.openjdk.hotspot.jre.full
Generación inicial:
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Generación 1:
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. . . . .
. . . . .

Generación 2:
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. . . . .

Generación 3:
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. . . . .
. . . . .
. . . . .
. . . . .

Generación 4:
. . . . .
. . . . .
. . . . .
. . . . .
. . . . .
```

The bottom status bar shows the following information:

- Writable
- Smart Insert
- 13 : 31 : 306
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The Windows taskbar at the bottom shows the system clock as 17°C Humo and the search bar with the text "Buscar".