

## CS2121B Lab 2

### LAB 2 INSTRUCTIONS

1. Log into OWL and navigate to the Lab Folder (Resources->Lab) and download the file **Lab2.pdf**.
2. Complete the tasks outlined in Lab2.
3. Submit the code and the codes output in a **zip file** on OWL.

### Exercise

- Implement the *numLiveNeighbors()* method of the *LifeGrid* class.
- Complete the implementation of the *gameoflife.py* program by implementing the *draw()* function. The output should look similar to the Figure 1, where dead cells are indicated using a period and live cells are indicated using the @ symbol.

```
. . @ . .  
. @ . @ .  
@ . . . @  
. @ . @ .  
. . @ . .
```

*Figure 1: A sample of draw method and initial configuration.*

- Experiment with the initial conjurations shown in Figure 1 and draw the matrix over 10 generations.