CS2121B Lab 2

LAB 2 INSTRUCTIONS

- 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.

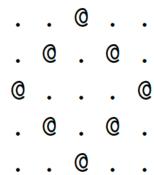


Figure 1: A sample of draw method and initial configuration.

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