**Summary**

For Deliverable 5, I profiled the application using VisualVM. VisualVM showed that the method using the largest CPU was in the World class, iterate() method. I then looked into the iterate() method and noticed that getNumNeighbors() gets called.

I looked into the getNumNeighbors() method and noticed that there was a for loop that contained four if statements. Upon further investigation, I realized that j is the variable looping and doesn’t affect the if statements at all. After I removed the for loop and left the four if statements outside, the CPU time used for World.iterate() decreased significantly.