



# Code Retreat @ Outbrain



# Framework

A Coderetreat is a day-long, intensive practice event, focusing on the fundamentals of software development and design. By providing developers the opportunity to take part in focused practice away from the pressures of 'getting things done', the coderetreat format has proven itself to be a highly effective means of skill improvement ...

blablabla...

GDOCR was at Oct 22nd

# @Outbrain

- We are not religious (Me and Myself)
- 1 hour session every 2 weeks (Saturday?!)
- concentrate on a specific \_\_\_\_\_

# What do I get for X

- Have Fun!
- Improve your coding skills
- Learn from others
- Share with others
- Play with new stuff

# Today

- Conway's Game Of Life
- Cowboy programming
- learn the game and implement it



# Game of life Rules

- 2 dimensional “Universe” with cells (un/populated)
- At each step in time, the following transitions occur:
  - Any live cell with fewer than two live neighbours dies, as if caused by under-population.
  - Any live cell with two or three live neighbours lives on to the next generation.
  - Any live cell with more than three live neighbours dies, as if by over-population.
  - Any dead cell with exactly three live neighbours becomes a live cell, as if by reproduction.

# Rules #2

- A dead cell with exactly three live neighbors becomes a live cell (birth).



- A live cell with two or three live neighbors stays alive (survival).



- In all other cases, a cell dies or remains dead (overcrowding or loneliness).



# Links

- <https://github.com/oshai/game-of-life>
- [https://en.wikipedia.org/wiki/Conway%27s\\_Game\\_of\\_Life](https://en.wikipedia.org/wiki/Conway%27s_Game_of_Life)



Enjoy!