# 289. Game of Life

## SOLUTION IN PYTHON3

class Solution:

def gameOfLife(self, board: List[List[int]]) -> None:

m = len(board)

n = len(board[0])

for i in range(m):

for j in range(n):

ones = 0

for x in range(max(0, i - 1), min(m, i + 2)):

for y in range(max(0, j - 1), min(n, j + 2)):

ones += board[x][y] & 1

if board[i][j] == 1 and (ones == 3 or ones == 4):

board[i][j] |= 0b10

if board[i][j] == 0 and ones == 3:

board[i][j] |= 0b10

for i in range(m):

for j in range(n):

board[i][j] >>= 1