


Programming Exercise 1

Due	No due date	Points	None
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Game of Life Programming Assignment

Download the notebook file for the assignment [here](#) 

(https://d37djvu3ytnwxt.cloudfront.net/assets/courseware/v1/d211310ac441223b49662029201e5cd0/asset-v1:KTHx+ID2203.1x+2016T3+type@asset+block/Example_-_Game_of_Life_-_student.json) and import it into your Zeppelics instance.

The purpose of this task is to run a version of Conway's Game of Life using Kompics component for each cell.

Note that while this is a graded assignment, there are no tests and the assignment always passes automatically.

The purpose is merely for you to experiment with the zeppelin environment and familiarise yourself with the assignment submission procedure.