



P04 Kotlin

1

Write one iteration of Conway's Game of Life in Kotlin:

https://en.wikipedia.org/wiki/Conway%27s_Game_of_Life

Create two boards (old, new) with two-dimensional arrays for storing the cell values (alive/dead), initialize the old one with random values and apply the rules to all cells. Write the result to the new board. Print both boards and check the result.

Hints:

- You can create random 0/1 values using `Random.nextInt(0, 2)`
- You can use the Unit Test files as shown in the course.