



## P07 Xcode and Swift

1

Register yourself as a developer at <http://developer.apple.com/membercenter>. You can use your Apple ID if you already have one.

2

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

[https://en.wikipedia.org/wiki/Conway%27s Game of Life](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 `Int(arc4random() % 2)`
- If you have a slow device, do not use the Playground. Instead, create a new Xcode project and implement the output in the `viewDidLoad` method.
- If you use the Playground, do not make the two-dimensional arrays too large as this will slow down your system.