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NAME: PA2.c \_ README

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Description: README file about the PA2.c

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I defined four .c files: life.c; game.c ;board.c ;file.c

FILE.C://which is all about how to solve the input file

1. Count how many characters in a line
2. Count how many lines in a file
3. Determine the start point passing in the row of the file
4. Determine the start point y
5. Initialize a line in an array

GAME.C:

1. Check whether this grid is on the left, top, right, top, bottom, top left, top right, bottom left, bottom right
2. Count the numbers of neighbors a grid has.
3. Update one grid by the numbers of neighbors and store the value in a second array
4. Update all grids
5. Determine whether the old and new are the same.

Process:

1. Define an integer array called day\_in\_month to store days of 12 months in no leap year.
2. Define a char array called months to store the name of 12 months
3. Define a function called givenYear to let users to enter the year they want to know
4. Define a function called first\_day\_year to calculate the first day in the given year
5. Define a function called isLeapyear to determine whether the given year is leap year or not: if it is a leap year, the February’s days will be 29. If not, it will be 28.
6. Define a function called showCalendar to print each month and week onto the screen.
7. Main function to call the other functions and execute the program.

How to run:

1. Open the Terminal
2. Cd the position of the files(make sure it contains your makefile and testcases)
3. Type make
4. Type ./life X Y gens input print pause (make sure it will not exceed the limitation)
5. Then you will get your result.