Daily Assignment

due: Thursday, February 13, 9:30 am

Hand your answers back to me either via email (kvollmay@bucknell.edu) as textfile (not word document) or as hardcopy.

1. Project II
1.1 Use your program of the game of life or the solution to exercise 4 (see below). Do some variation on the game of life. For example you might change the rules of the game of life, or you might change the boundary conditions, or you might change the definition for neighbors, or you might add or take out cells from time to time, or any other change of your choice.

1.2. Try different initial configurations and watch the patterns how they evolve over time.

1.3 Write a paper about 1.1 and 1.2. The paper (1-2 pages) should contain a short introduction which explains which task you tried to do (e.g. change of boundary conditions). The next section should explain what exactly your new model is, such that everybody in class could write a program, which does exactly the same as what your program does. Include a description of the input parameters you used. Then describe your results. What have you observed. End with some conclusion and/or ideas for future work.

2. What of this assignment and the last class did you find most interesting and/or most difficult?

Solutions:
kvollmay/classes.dir/capstone_s2003.dir/game_of_life.dir/game1.cc
kvollmay/classes.dir/capstone_s2003.dir/game_of_life.dir/game2a_ifelse.cc
kvollmay/classes.dir/capstone_s2003.dir/game_of_life.dir/game2a_mod.cc
kvollmay/classes.dir/capstone_s2003.dir/game_of_life.dir/game3a.cc
kvollmay/classes.dir/capstone_s2003.dir/game_of_life.dir/game3b.cc
kvollmay/classes.dir/capstone_s2003.dir/game_of_life.dir/game4.cc
kvollmay/classes.dir/capstone_s2003.dir/game_of_life.dir/game5a.cc
kvollmay/classes.dir/capstone_s2003.dir/game_of_life.dir/game5b.cc
kvollmay/classes.dir/capstone_s2003.dir/game_of_life.dir/game6.cc