Daily Assignment

Reread: Hand-out about Cellular Automata and Game of Life

due: Tuesday, February 4, 8:30 am

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

1. Arrays
Finish C++ Exercises 8a,b.

2. Game of Life
Write a Flow Chart for the Game of Life. (On Tuesday, Feb. 4, you will start writing the program of the game of life.)

3. Main Individual Project
Get a clearer idea of what your main individual project will be. Specify the topic both in general and in more detail. For your decision process get started with finding and reading references. Google will not be sufficient. Use Web of Science to find journal articles, our library for journals and books, and the interlibrary loan for articles and books which we do not have at Bucknell. Please feel free to ask me for suggestions and help!
As part of this assignment describe in about 5 or more sentences the topic of your main project and roughly which model you will use. You will present your findings in class.

Sample Files:
kvollmay/classes.dir/capstone_s2003.dir/unix_C++_intro.dir/C++sample_arrays.cc
kvollmay/classes.dir/capstone_s2003.dir/unix_C++_intro.dir/C++sample_functions.cc
e tc.

Solutions:
kvollmay/classes.dir/capstone_s2003.dir/unix_C++_intro.dir/C++6a.cc
kvollmay/classes.dir/capstone_s2003.dir/unix_C++_intro.dir/C++6b.cc
kvollmay/classes.dir/capstone_s2003.dir/unix_C++_intro.dir/C++7a.cc
kvollmay/classes.dir/capstone_s2003.dir/unix_C++_intro.dir/C++7b.cc