Announcement: Because of the cancelled class of Jan.23, the syllabus changes as follows:
- Feb. 4 – Feb. 11 or 13. we will work on the Game of Life.
- Project II will be due Feb. 11 or 13 (instead of Feb.6)
- The bibliography of your main, individual project will be due Feb. 18 (instead of Feb.13)

due: Thursday, February 6, 8:30 am

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

1. Game of Life: Initialization and Neighbors
Do the exercises 1. and 2a. This means 2a for the von Neumann neighborhood and the solutions are not yet available.

2. Rules For Game of Life
Draw a more detailed flow chart for the rules of the game of life.

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

Solutions:
kvollmay/classes.dir/capstone_s2003.dir/unix_C++_intro.dir/C++8a.cc
kvollmay/classes.dir/capstone_s2003.dir/unix_C++_intro.dir/C++8b.cc