

Homework Assignment #5

(as email due: Tuesday, February 5, 8:30 am)

1. Finish In-Class Work: Game of Life 1. & 2c (2a,b are guidance to get to 2c). (Depending on today's class this may change. Please stay tuned, any changes are announced by email.)
2. Finish the flow chart for the game of life as presented in class. That means, fill in the details for the flow chart of "Apply Rules".
3. **Comments:** What of this assignment was most difficult and/or most interesting? Do you have any comments about last class and/or this course?

Solutions to programs for previous in-class work are

~kvollmay/sunhome/classes.dir/capstone_s2008.dir/unix_C++_intro.dir/C++2a.cc

C++2b.cc etc.

Sample Programs are

~kvollmay/sunhome/classes.dir/capstone_s2008.dir/unix_C++_intro.dir/C++sample*