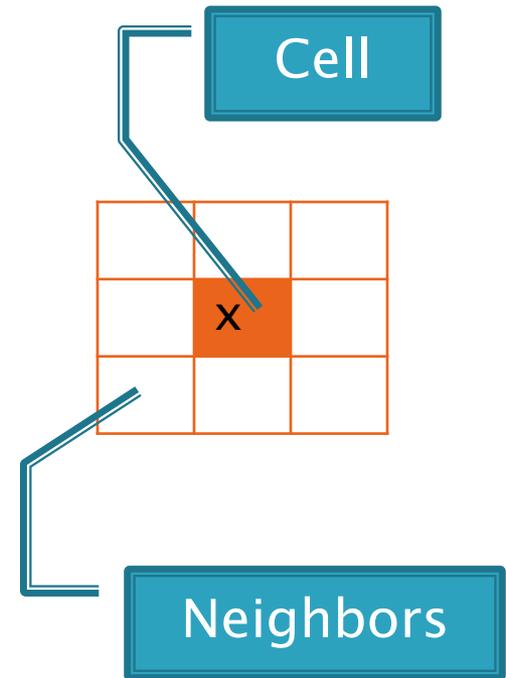


# Game of Life

1. A new cell is born on an empty square if it has exactly 3 neighbor cells
2. A cell dies of overcrowding if it is surrounded by 4 or more neighbor cells
3. A cell dies of loneliness if it has just 0 or 1 neighbor cells



# Work Time

- ▶ Work with your partner on the GameOfLife project
  - Get help as needed
  - The TODOs are numbered – do them in the indicated order.
  - *Follow the practices of pair programming!*
- ▶ *Don't do any of the work without your partner!*