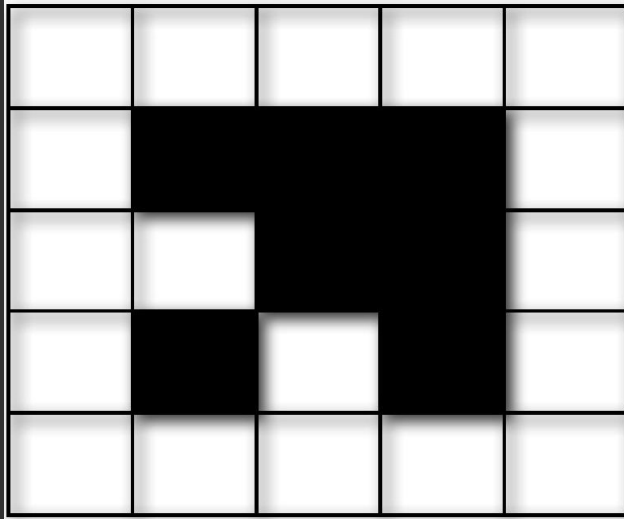


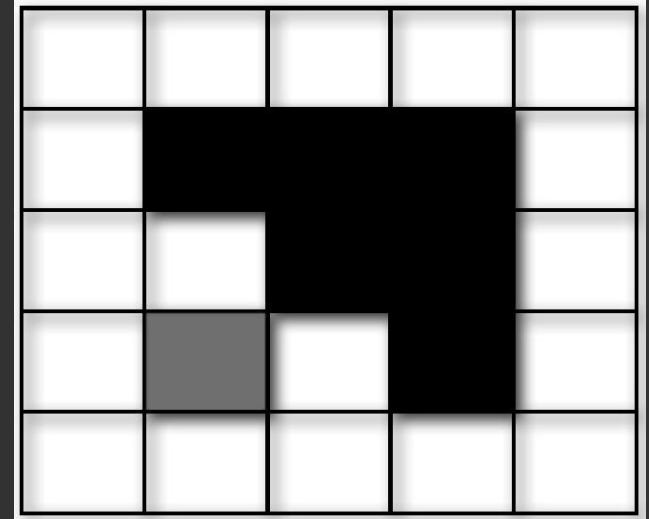
Game of Life

At each **step** in time every cell interacts with its **8 neighbors** following **3 rules**



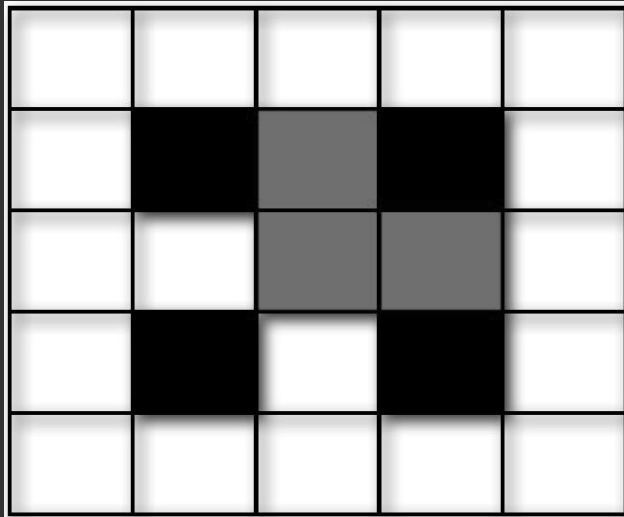
Game of Life

1. Any **live** cell with **fewer than 2 live neighbors** **dies** of loneliness



Game of Life

2. Any **live** cell with **more than 3 live neighbors** **dies** of overcrowding



Game of Life

3. Any **dead** cell with **exactly 3 live neighbors** **comes to life** of warmth

