

Name \_\_\_\_\_

2. This is the GAME OF LIFE simulation model. The shaded cells are ALIVE. The empty cells contain no life.

- Show what the GRID will look like after clicking the GO-ONCE button.
- If a cell died that was alive, put an **E** through it. The **E** means the cell di**E**d and is not **E**mpy.
- If a cell was empty and became alive, then SHADE IT IN with your pen or pencil.

setup-blank

setup-random

initial-density 35.0 %

draw-cells

When this button is down, you can add or remove cells by holding down the mouse button and "drawing".

go-once

go-forever

current density 0.1

recolor

fgcolor 27 (orange + 2)

Record Alive

bgcolor 89.9 (cyan + 4.9)

showPreviouslyAlive

ticks: 27

3D

### LIFE GAME/MODEL RULES:

For a space that is 'populated':

- Each cell with one or no neighbors dies, as if by loneliness.
- Each cell with four or more neighbors dies, as if by overpopulation.
- Each cell with two or three neighbors survives.

For a space that is 'empty' or 'unpopulated'

- Each cell with three neighbors becomes populated.

