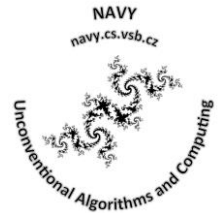




Unconventional computation and algorithms

Laboratory protocol



Topic: Cellular automata

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Name and student ID:

Date:

Note: *please remember that laboratory examples and studies are designed for students that regularly visit NAVY lectures. Laboratory staff is for you there to help you with programming and examples collection, but not for teaching of materials, that is done on lectures!!!*

Problem definition:

Create inside your framework for CA program that

1. Will simulate game of life
2. Will save snapshots.
3. Observe how final behavior has been changed by parameter changing.
4. Made a conclusion.

Solution design:

Results and facts:

Conclusion:

