

Problem Set 6

(Out Thu 03/21/2024, Due Thu 03/28/2024)

Submissions are to be done by emailing to the course instructor: all requested Matlab files, plus a single file (PDF preferred), called `yourfamilyname_pset6.pdf` .

Problem 6

Use the Matlab file `temple_abm_cellular_game_of_life_file.ic.m` from the course website http://math.temple.edu/~seibold/teaching/2024_2121/ to produce three interesting programs, named `yourfamilyname_problem6a.m` , `yourfamilyname_problem6b.m` , and `yourfamilyname_problem6c.m` , to be submitted.

Each of the three files should run a different type of animation of Conway's Game of Life, with at least two interesting objects interacting with each other in interesting ways, in the spirit of the provided example of a glider gun shooting at a blinker ship.

Take the structures from an online resource like the website <http://www.radical-eye.com/lifepage/glossary.html> (or other resources). Make sure to submit the corresponding `*.txt` files of the objects with your codes.

Moreover, your file `yourfamilyname_pset6.pdf` should provide a brief discussion of each of your three examples: why did you compose it the way you did (can be an artistic reason), and what interesting observations does the simulation reveal?