

```
1  //life.cpt
2
3
4  /*
5   * Conway's Game of Life implementation
6   *
7   */
8
9  #define alive 1
10 #define dead 0
11
12 cadef
13 {
14     dimension 2;
15
16     radius 1;
17
18     state ( int life; );
19
20     neighbor Moore[8] ( [ 0,-1]N, [-1,-1]NW, [-1, 0]W, [-1, 1]SW,
21                        [ 0, 1]S, [ 1, 1]SE, [ 1, 0]E, [ 1, -1]NE );
22     deterministic;
23
24 }
25 register int i;
26 register int sum;
27 {
28     sum = 0;
29     for( i=0 ; i<8; i++)
30         sum = Moore[i]_life + sum;
31
32     if ( sum == 3 || ( sum == 2 && cell_life == 1) )
33         update (cell_life, alive);
34     else
35         update (cell_life, dead);
36 }
37
38
39 steering {
40
41 }
42
```