

**Problem Set 7**

(Out Mon 03/28/2016, Due Tue 04/05/2016)

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Use the Matlab file `temple_abm_cellular_game_of_life_file.ic.m` from the course website [http://math.temple.edu/~seibold/teaching/2016\\_2100/](http://math.temple.edu/~seibold/teaching/2016_2100/) to produce three interesting programs, named `yourfamilyname_problem7a.m` , `yourfamilyname_problem7b.m` , and `yourfamilyname_problem7c.m` , to be submitted as usual (i.e., email to the course instructor and TA).

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

Take the structures from an online resource like the website <http://www.radicaleye.com/lifepage/glossary.html> .

Make sure to submit the corresponding `*.txt` files of the objects with your codes.