Game of Life Simulation

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Summary
1. StructuredSim Framework
2. Game of Life and Monte Carlo Simulation
3. Simulationstudy

Introduction
- Framework was developed for a traffic Simulator
- Framework should be usable for every Simulator
- Connect the Framework with the Simulator
- Do a Simulationstudy to test the Framework

Methods
- The connection is composed of four steps:
  1. **Main** to start the Framework
  2. **Properties** are information the Framework needs
  3. **Modificator** to change the Input of the Simulator
  4. **Glue Code** to implement all the methods needed to control the Simulator
- The Simulation study was realized with the Framework

Results
- Simulations are structured executed

Conclusions
- After some modifications the Framework worked and was able to do a structured Simulation study
- The Framework can be used for every Simulator that supports input and outputfiles