Homework #2
Due: 9 February, 1994

Modify the Life program you wrote in Homework #1 in two ways.

(1),   In class on Friday, 28 January, we discussed a different representation of the game board using an array of size `MAXROW+2` by `MAXCOL+2`. The *borders* of the array, *i. e.*, the first and last rows and columns, are not part of the *real* board but are all marked `DEAD` to simplify the calculation of the number of neighbors. The *interior* of the array is the real board. Only the interior is printed by `WriteMap`. You'll have to modify all the functions of the program except `Enquire` to make this change.

(2),   Make your program robust. In particular, be sure that the file name given by the person running your program corresponds to a real file and be sure it contains correct data. Your program should never get into an infinite loop if the data file is of the wrong format.