

3. Draw a picture of Conway's Game of Life and label which sections are handled by which processes.

4. Draw a picture of the parallel task being performed on the data.

5. Draw a picture of the algorithm's message passing.

6. Write out written representations and names of the values needed for the parallel task.

<u>Values for the parallel task</u>	
<u>Written Representation</u>	<u>Name</u>

7. Write out written representations and names of the parallel tasks.

<u>Parallel tasks (executed by threads)</u>	
<u>Written Representation</u>	<u>Name</u>

8. Write out pseudo-code for the algorithm.