

Programming Techniques for Scientific Simulations

Exercise 3

Problem 3.1 Machine epsilon - revisited (Block A)

Rewrite the program computing the machine epsilon of Problem 1.2 with templates.

Problem 3.2 Penna model – reading (Block C)

The aim of this exercise is to introduce the Penna model. Read the paper by Penna [T.J.P. Penna, J. Stat. Phys. 78, 1629 (1995)]¹ and formulate the stated concepts in your own words. What are the features which all the individuals have in common? Which features are different? How would you represent an individual in your code? Think over the structure for a Penna model simulation, but

DO NOT WRITE ANY CODE YET!

¹You may find it in the SVN repository in `week4`.