

ANTHONY CLARK

PROJECT 5

POST CODING NOTES

After looking over my initial plans for the project, the one area I was never able to get working was using the enter key in order to run the next generation. It worked fine initially, and was a great way to allow the user to either run a single generation at a time, or simply hold the key down and run it exceptionally fast. Had it not been a requirement to allow the user to choose from different start values, I would have left this option in, as I felt it made the program far more user friendly overall. However, adding in the option for them to choose from a number of start values (1-4 in the case of my program) was causing the output to go straight to the second generation. When the user enters 1, for example, and hits enter to input the value, it was also being read into the program and running the generation. I actually spent more time on this issue than any other, as it was the one I was least prepared for, and I ended up going down more roads than I can count, stubbornly trying to find a way for this to work. In the end, I had to force the user to enter a letter (B here) to run the next generation, but I did leave the enter function in the code in hopes that maybe I can figure out a way to get this working exactly as desired in the future (any suggestions!?!?!?).

Because I've felt that my last projects lacked some organization, I tried to keep this one far more readable, and accessible so that anyone could come in and see which function does what. I made a class to try and keep things easily labeled, and then put everything I could into a function (which we were also of course forced to do by the outlines for the project). My main function still ended up containing more code than I would have liked, but I feel that this was a step in the right direction. Overall, I felt this was a fun program to write, and one of the cooler ones to watch run.