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CS162  
Reflection Assignment 1  
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Design Description: I will be creating a 40x20 cell arrays. Then I will be asking the user where they would like to place the pattern. The pattern will need to be placed inside the array. I will have a function that changes the array elements by using the rules to determine if the cell is alive or dead. This function will have a temporary array that we will store the cell changes in so we do not affect the determinations of the original array that was passed. Then we will have to copy the array back to the original array. Then we will have a copyArray function that basically copies one array to another. Lastly we will have an output array that counts the array so that it can be viewable.

Test Plan: All I need to test is if my patterns are correct and behave normally. Also test the user input to make sure they cannot input anything past the array.

Test Results: After testing my program, there were a lot of changes that need to be made in order to hit all of the requirements. My functions and patterns did work correctly though.

Comments: In order to fix the issues that I saw in testing, I had to increase my array size to 100x50. I just displayed 40x20 and offset the array by 10. Since I was taking in user input for x and y coordinates for the starting location of the patterns, I needed enough array space to hold the coordinates incase the user chose the maximums for each coordinate.