Journals - Brandan Final Assignment

Thursday, May 30

For the first day we planned out how we are going to do the program writing pseudo code. This will help us plan out what we need to accomplish, and how much time we have for each of these tasks. We tried to plan out how to make the code as efficient as possible by not checking dead cells but checking cells around living cells.

Sunday, June 2

Mike and I got together today to get an early jump on our program. Today we started programing making a method to solve a 6 x 6 grid of 1’s and 0’s to start off with. We also created a method to solve if the cell will live or die and a method to output the grid. We tried getting it to output multiply times at once with a delay but it wasn’t working so we called it a day, and would ask you tomorrow on how to do this.

Monday, June 3

We tried for a long time to get a delay work but figured net beans wouldn’t update the text field until it had finished executing the program. So instead we made a next stage button to ask the user when they want the program to output the next stage of the program.

Tuesday, June 4

Today we worked on trying to get it so that you can input the size of the array. In doing this we encountered many problems for it to later be fixed my mike at home. GOOD JOB MIKE! :D

Monday, June 10

We looked up info on how to draw the boxes we wanted in our input originally. We got the code working and class finished before we could incorporate it into our really program, so we would have to wait a day.

Tuesday, June 13

Mike made it so the output is a window of boxes ether filled in or not for if the cell is alive or dead. While mike was doing this I worked on the efficiency aspect of our original code making it so the code doesn’t was time checking boxes that are clearly impossible to change.

Wednesday, June 14

I finished the efficiency part and we merged our codes and got it to work with everything.

Problems we occurred limiting our final program

One of the problems we faced was that we couldn’t figure out how to get Net Beans to update the text box as the program ran, so we had to settle with a next stage button forcing the user to click the button every time they wanted to see the next iteration of the game of life. Another limitation we had was we didn’t know how to get the output of the rectangles to just go onto out GUI instead of what we have which is an output window. In all I think we did well and it was fun trying to figure out how to make it very efficient.