Reflection Document: This is a significant and challenging lab. Please reflect on this experience and share your feedback with me. What did you like or dislike and why? What was surprising or unexpected? What did you learn? What questions do you still have? What advice would you offer next year's students? Save this document in your GameOfLife project folder and commit and sync it to GitHub along with the rest of the project.

What did you like or dislike and why?

I did not like the fact that the syntax was so different and that it raised a lot of questions. Javadoc is not my friend. I liked that you had us not work on the computer at first, it helped cause I write everything in general out on paper. It helped work through it but the biggest problem was the language because you weren’t able to help everyone.

What was surprising or unexpected?

I was surprised with the fact the code was really simple after you figured out the syntax of the language with gridworld. I was surprised with the amount of the hard coding and just the overall simplicity of the program. I think the worst part was that I understood what to do but not how to do it.

What did you learn?

I learned that even if you know what you want to do it doesn’t mean that you can code it. That learning the syntax is so important is the hardest part of coding the logic and reasoning will come naturally after you understand the limitations of the code.

What questions do you still have?

My biggest question is why we had to code with gridworld? I understand that I learned a valuable lesson and that I grew because of it, but I think this could have been accomplished not on a summative lab.

What advice would you offer next year's students?

There are two very simple things to make this lab as smooth as possible.

1) Please for the love of god read the godforsaken Javadocs. This is coming from a person who hates doing that. It will save you so much distress, just please.

2) Keep it simple, do the smallest grid possible. You might be the smartest person around but if you choose to make your grid 12x12 then you are the most moronic person in the room. Go big or go home does not apply here because you will go home with a bad grade.

THIS IS THE GENERATION THING

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SECOND GENERATION

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THIRD GENERATION

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FOUR GENERATION

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