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Data Structures and Algorithms

Week 3 Reflection

This week was filled with concepts that were both easy and tough to grasp. Some of the easier ones to learn about were 2D arrays and pointers. Right in the middle was creating the right loops for the Big O problems. The toughest things to learn this week was the Conway’s Game of Life. I’m still having a hard time trying to get it to work with the given code. My main issue is how to setup the array of pointers. It’s way easier to do in java but I want to be able to do it in c.