Game of Life Reflection Document

Writing the code for this lab was not as challenging as figuring out what algorithm to use. Drawing the grid and writing pseudo code was extremely helpful because it made me stay on track, and it was easy to catch my mistakes. I still have trouble with the code animations, so figuring that out took a little researching. My one question is that in the requirements, it sounded like you wanted the animation to run in the main method, but mine only works when it is in the constructor; why is that? For next year’s students, I think it’s really important that they follow your timeline because it makes the lab a lot more manageable.