What did you like or dislike and why?

I liked that we got to test the game of life which was definitely a lot of fun but I wish I could have imported user input to the gridworld.

What was surprising or unexpected?

Learning how to use the arrays to organize the living and dead cells

What did you learn?

I learned how to use arrays to put the cells in two categories

What questions do you still have?

How could I incorporate user input to this program to change the cells and bind the buttons?

What advice would you offer next year's students?

To draw out the cells and try to use the rules and draw the next generations. This helps you in more ways than you can think really, it helps you understand what the computer is doing every time you start a new generation and so you can do pseudo code even better too.