

Reflection

The Game of Life lab was an interesting lab that seemed hard at first, but was really not so much so after I thought of my algorithm. When the lab was first presented, the task seemed too daunting to accomplish. It was hard to understand exactly what it was that I needed to do, but after drawing out the progression of each generation, I was able to grasp somewhat the concept of the game. When I started the coding portion, it was hard to get acquainted with the unfamiliar classes and methods associated. It took a while to read the documentation and the sample code, but I eventually understood what everything was doing and was able to create and tweak my code.

Some of the key lessons that I learned from the lab include:

- Plan and draw first – not only will it help with visualization and understanding of the problem, it makes the goal clearer and helps greatly when creating an algorithm. Coding first does not solve any problems, it just makes life harder.
- Read the documentation – without doing so, writing working/effective code is almost impossible. Efficient methods are often available, and it is best to utilize them.
- Not everything is as complicated as it seems – Initially, it seemed like a lot of code was necessary to make the next generation work. However, all it really took were some variables, two for loops, and one if statement.