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Period 8

14 November 2014

**Reflection Document**

Although the Game of Life lab was very challenging, it taught me a lot. I liked seeing how my for loops executed visually.

What I didn’t like about it: I didn’t understand some of the concepts until the very end. For example, the test cases were confusing to me – I didn’t understand how to implement them to relate to my code. This was a misconception on my part; I definitely understand now how useful it is (and how simple it actually is!).

I also had a lot of trouble choosing my patterns in the beginning of the lab – which I am still a little confused about. I know that you can choose your beginning pattern, and supposedly your end pattern (if you choose the ending generation to do so), but is it possible to choose patterns during the execution? I would think not – the patterns that evolve can only be determined by the rules that are implemented in code.

Advice I would offer to students: Do not save this project until last minute! I tried not to do this, but had to play catch up because I was not grasping the full concept of all of the requirements in one piece. It would really help if you ask as many questions **throughout** the process. Mr. Schmit, you were **very helpful** when I asked for help, but I was not the most responsible for asking for it in a timely manner ☺.

Overall, I liked this lab – that is, after it is all said and done!