

The project was difficult at first but then it kind of became fun once I knew what I was doing. The reason I found it difficult at first was because in the beginning I had no idea what I was doing. Once I took some time to really study the UML diagram, I figured out how everything was supposed to fit together. As a result, the project became much less stressful. Over the course of this project, I was able to get the grid up and running, implement the rules of Conway's Game of Life, implement a save function, and implement a load function. It kind of felt a bit rewarding to be able to get this far into such a big project such as this one. Unfortunately, I could not get the wrap function to work as evidenced by the commented out check box in LifeControls. Another thing I couldn't do was make use of the custom ruleset class in time. I also didn't notice that some of the rules weren't working until the last minute. I got half of them to work but the other half remain broken. I also had a hard time getting the grid to run correctly. For a while, I couldn't figure out whether the mouseListener wasn't working or the paint function wasn't working. It later turned out to be both and I managed to fix the problems regarding the grid. Overall, I think that the object oriented portion of programming makes sense but it tends to get really confusing if not properly explained, especially in the UML portions of it.