I liked that we did the game of life, and that we could see it happening. I disliked that I didn't completely understand some of the pre-existing code, but that's unavoidable because we hadn't learned it at the time.

The situation with InterruptedException was unexpected to me. I still have questions about what InterruptedException is and what it means and why it exists.

I learned a lot about nesting for loops to parse through two dimentional structures because that was mostly what the lab was.

I would offer the advice of taking a lot of time to think about the for loops and make sure they're as simple as possible.