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Reflection Document:

This lab was indubitably challenging and it took me a long time to realize that updating the world while checking for neighbors was the wrong approach. Once I realized that I needed to create a new grid and copy the elements of the old grid over, figuring out the lab wasn’t too difficult. To be completely honest, I probably had more difficulty configuring GitHub – for some reason, I was unable to set the path correctly and as a result, the Unit3Classes folder didn’t properly fork.

I definitely enjoyed this lab (more so than the others) as I was able to see the practical applications of Java when paired with a framework. In my eyes, the Turtle and CityScape labs seemed like “process work” and I’m glad to see that we are creating something real and functional.

In terms of advice for next year’s students, I would advise them to map out pseudo code before actually coding. At first, I started simply coding (checking and updating the grid at the same time) and because I didn’t map out the pseudo code, I didn’t realize my major logical error. All in all, I enjoyed the lab.