* I liked the fact that the computer was using an algorithm to animate a pattern, which felt pretty cool to do
* I liked arraylists because I felt smart when I used something so efficient with so little lines of code
* I disliked the overall syntax of the program. So like in the test class for the initial and final methods where you have to have long lines of lengthy code. Same with creating the actors in the original class. There’s probably not many ways around how it was structured but it just felt tedious
* I liked and disliked learning about new frameworks like Grid World. It felt good to have the experience of learning it but it was somewhat difficult getting used to.
* I kind of disliked that there wasn’t as much customizability or “uniqueness” to your code as there was compared to say the last two labs. Outside of patterns and grid sizes, there wasn’t much that differentiated one person’s code from another. Maybe I didn’t spend enough time tinkering with the program but there wasn’t much space for adding awesome.
* I procrastinated a lot for this lab so I guess good advice would be the Nike motto : “Just Do It”
* Also good advice would be to get familiar with the Grid World documentation and syntax
* Also DON’T DO A 24X24 GRID. Do something easier like a 2x2