Reflection Document

This was a very interesting lab. I really enjoyed learning about Conway’s Game of Life and the concept behind it. Since a major part of this unit was focused on decision and loop structures, I think the actual coding of the loop to create the next generation should be harder. At first the next generation method seemed really complicated, but once you explained that new actors should be placed on a new grid, it became almost too easy to figure out. This is really the only thing I think detracts from the lab: the most difficult parts aren’t the loop itself but extra stuff outside the loop. I spent most of my time figuring out how to create the array list, how to pause the grid in between generations, and how to make the final test work (I completely forgot to actually invoke the next generation method in the final test). On the other hand, these complications made the lab closer to real world situations where the programmer has to utilize unfamiliar programs, so figuring them out was also beneficial to our programming skills as a whole. Looking at it that way, there was really nothing wrong with the lab other than that the loops were too easy.