Game of life Lab Reflections

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For me, this lab was challenging at first, but as soon as I grasped the concept of the game, everything seemed to click. Physically drawing out the patterns on paper really helped me develop my algorithm for this lab. What I really liked about this lab is the concept that I got to work with. I think the game of life is really enjoyable to watch and being able to work with it in order to create our own games was really enjoyable. I also liked the fact that I had to utilize most, if not all my knowledge in java programming to make a successful program, so it really challenged my ability to develop this program. The one main thing I found unexpected was that I had to create a whole new grid for each next generation. I initially thought I could just erase the actors but that causes many problems with the for loops, so I was stuck and could not think of any other way to go about replacing the actors. Finding out about going about the program by making new grids made this program a lot easier to code. I don’t really have any questions except for the fact that I still have no idea how to make this code super-efficient. My advice for next year’s students is to really take their time to develop an algorithm and to not overthink it. Overthinking it just makes coding this program harder.