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Project 5

Reflection and changes

- Instead of using a 2-dimensional array, I used 2-dimensional vectors (I saw it in the lecture and wanted to practice using it. To be honest, it would have made no real difference using an array)

- Instead of having the user entering which cells s/he wanted to be alive, I decided to have 6 options for the user to choose from. (including random) The reason for this change is that my original idea was too much work for the user and never really yielded an interesting pattern. (Entering 100+ numbers was too time consuming) Having the option of random patterns was much more practical and interesting.

- Pressing enter to display the next generation made more sense than entering y. This way I could see the flow of generation after generation much quicker and naturally. If the user wished to stop, s/he could simply enter any key other than the enter key.

- I did not use mod operator and that did enlarged my code a bit, but it worked out fine.

- The biggest challenge was dealing with edge cells as a simple mistake within an if statement yielded in a glider pattern getting stuck on the edge and disappearing. (Took me 20 minutes or so to actually find my mistake and get it working)

- In overall, it was a fun project and not as tough as I expected when I first read the description , but having so many if statement gave me a headache a bit.

* By shrinking the window to fit the size of grid made watching the flow of patterns much more enjoyable.