Zack Swartz

Period 4

Game of Life Lab

Reflection Document

The Game of Life Lab was most definitely the hardest lab that we have done this year. That being said, I think that the challenge was a good experience to before the end of the semester. I liked how we knew very little about the Grid class before we started the lab and, on our own, figure out how to implement it into the createNextGeneration method. This will be a useful skill to have for the future. One of the more annoying aspects of this project was the test class. It was the hardest part of the lab to understand for me at least and finding an online source through Google to test our patterns took more time than it should. The discussion with sources that others found was extremely helpful. One of the things that I learned from this lab that paper can be very helpful while writing programs. At this point in time, there are some methods from the grid class that I could not figure out how to use. I was able to work around them, but it would have been easier if I could have used something like the getNeighbors method instead of what I did. Overall, this lab would be easier to do if we had something like lists from python. I think it would be beneficial to have this lab after the introduction to arrays.