

CSSE 220 Day 13

Game of Life work time

Game of Life Teams – Boutell

n	Team
01	amanb,pedzindm
02	breenjw,runchemr
03	correlbn,eatonmi
04	hannumed,ngop
05	hugheyjm,foltztm
06	labarpr,walthagd
07	macshake,smebaksg
08	moravemj,mcgeevsa
09	cheungkt,wanstrnj
10	parasby,sheetsjr

n	Team
11	shinnsm,
12	weavergg,woodhaal
13	carvers,krachtkq
14	popenhjc,beaversr
15	duganje,lemmersj
16	davidsac,buqshank
17	kominet

Check out *GameOfLife* from SVN

Team number used in repository name:
<http://svn.csse.rose-hulman.edu/repos/csse220-201030-life-teamXX>

Pair Programming

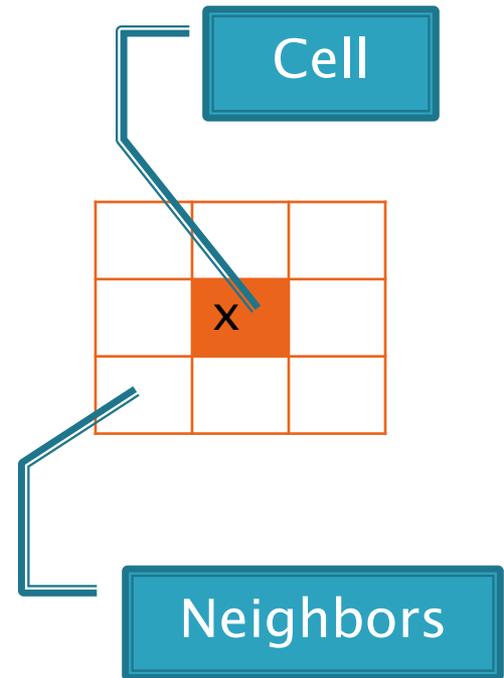


Video

<http://agile.csc.ncsu.edu/pairlearning/educators.php#ppvideo>

Game of Life

1. A new cell is born on an empty square if it has exactly 3 neighbor cells
2. A cell dies of overcrowding if it is surrounded by 4 or more neighbor cells
3. A cell dies of loneliness if it has just 0 or 1 neighbor cells



Team Version Control

- ▶ **Always:**
 - Update before working
 - Update again before committing
 - Commit often and with good messages
- ▶ **Communicate** with teammates so you don't edit the same code simultaneously
 - Pair programming eliminates this issue

Work Time

- ▶ Work with your partner on the Game of Life project
 - Get help as needed
 - The TODO's are numbered – do them in the indicated order.
 - Follow the practices of pair programming!
- ▶ Due Thursday.

Before you leave today, make sure that you and your partner have ***scheduled a session to complete the Game of Life project***

- Where will you meet?
 - Try the CSSE lab F-225!
- When will you meet?
- Exchange contact info in case one of you needs to reschedule.

Animating Game of Life

- ▶ How: use **Timer** class to automatically “click” button
- ▶ Details: in **GameOfLifeMain**:
 - Import `javax.swing.Timer`
 - Introduce local variable for **UpdateButton** object
 - Add timer code to end of main:
 - **Timer mrClicker =
 new Timer(INTERVAL, updateButton);
 mrClicker.start();**
- ▶ Learn more: Big Java, Ch. 9.9