

CSSE 220 Day 10

Game of Life work time

No in-class quiz today

Game of Life hints:

- ▶ Follow the TODO's. *Test as frequently as practical.*
 - If a part is hard, break it down into sub-parts and test each sub-part as you go.
- ▶ There are at least 3 clever ways to avoid cluttering code that references cells with IF's to ensure that they are not "off the edge of the board", namely:
 - "Wrap". For example, if the board is 10x10, attempts to reference `board[10][3]` are converted to `board[0][3]` (use the `%` operator).
 - Write a "getter" that gets the value of a cell and returns a sensible value (0?) if the reference is off the edge of the board. Ditto for a "setter" if needed.
 - For a 10x10 board, declare a 12x12 board and make the outer shell all empty cells. You will find that you never make them non-empty (loop from 1 to 10, not 0 to 11), so all is well.

Animating Game of Life

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

Work Time

- ▶ Game of life due 11:55 on day of next class
- ▶ Work with your partner on the Game of Life project
 - Get help as needed

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-217/225***
- When will you meet?
 - ***Consider this evening,***
7 to 9 p.m. ***Exchange contact info*** in case one of you needs to reschedule.
- ***Do it with your partner.*** If your partner bails out, DON'T do it alone until you communicate with your instructor.