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: Tuesday September 25, 2012 – 1:35 PM (no late days for this assignment)
- 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.