Guidelines for Good Summaries

To check whether you’ve made your summary clear, you may ask yourself the following questions:

- Does it describe the CS purpose of the project?
- Does it describe the specific project application?
- Does it describe the solution or how it was developed?
- Does it describe the results or outputs?
- Is it concise?
- Are all of the terms well-defined?
- Does it read logically and in the proper order?

Sample Summaries

Ask yourself to what extent these sample summaries (from Project #2) follow the guidelines.
Sample Summary #1

For this lab project we set out to create a realistic simulation of Conway’s Game of Life as an very good application on how to use Arrays. The simulation uses the Conway’s Game of Life rules: that every alive cell who has 2 or 3 alive neighbors will be alive the next step; a dead cell that has 3 living cells will be alive in the next stage; and that every other cell will be dead the next stage; and generates a random Landscape that has as many life Cells as given by the density. Then the simulation runs a certain number of steps, the cells modifying their alive status depending on the rules implemented. In order to create this we built the following classes: Cell, Landscape, Simulation . The first one, Cell class, represents a Cell in the Landscape, and is characterized by the row and column on which it is situated and on its alive status. Most of the methods in the Cell class are trivial, and I will only focus on the the nextCell method that, given a Landscape and a certain Cell in it, determines that Cells next alive statues in the next stage of the Landscape.

Sample Summary #2

The point of this project was to use Arrays to make a 2D grid and simulate a game of life. In order to do this I had to create a class of Cell objects, capable of storing their “alive” or “dead” status, a Landscape class to hold a grid of the cell representations, and a Simulation class to create interaction.

Sample Summary #3

The overall task of this project was to learn how to use 2D Arrays. In the project, we create a class Cell, and a class Landscape. Landscape contains a grid in which we store various cell objects which are either “alive” or “dead”.

Sample Summary #4

The purpose of this project was to create a series of classes, Cell, Landscape, and LifeSimulation, which are then used to simulate Game of Life using texts in a grid of a specified size. This project involves using Array to make a grid of Cell objects and ArrayLists to store references to Cell objects and their neighbors. The project also involves using if statements efficiently to represent rules for choosing text to go in the grid. The concept of index in an Array and ArrayLists were also important to make changes to the grid of texts in Landscapes from simulations.

Sample Summary #5

The task of this assignment was to create a 2D grid with articles that interact with the grid and simulate activities. In this assignment, I created three classes, including a Cell class, a Landscape class and a Life Simulation class, which together created the grid, made the simulation, and in the end created a text-based simulation of Conway’s Game of Life.