Pre-Exam Day

02-201

Midterm 1 – Monday, 2/15

- **Covers material up to and including GOL**

- **Computational thinking and pseudocode**

- **Go syntax and sample programs**

- **Variable types**

- **Boolean logic**

- **Additional topics from lectures/reading/HW**

Defining our Own Types

We want to think about a Game of Life Board not as a `[][]int` or a `[][]bool`, but as a Game Board.

```go
func InitializeBoard(n int) [][]int {
    b := make([][]int, n)
    for i := range b{
        b[i] = make([]int, n)
    }
    return b
}
```

Defining our Own Types

We want to think about a Game of Life Board not as a `[][]int` or a `[][]bool`, but as a Game Board.

```go
type GameBoard [][]int

func InitializeBoard(n int) GameBoard {
    b := make(GameBoard, n)
    for i := range b{
        b[i] = make([]int, n)
    }
    return b
}
```

Code Jam! (Game of Life)