

Transcript

So it's Day 35 and I started to dig in deeper into Swift Playgrounds, and realized that I got to put it onto a Mac so I can play with those other files. And then I realized, hey, got Swift Playgrounds on a Mac now, so I started looking and digging and found out that you can open up the file and edit it and then run it live. It makes the whole process a lot faster and a lot easier. I like it. Then I made some changes and got into adjusting it so that I could put the sheep in a whole lot faster. So I will show a quick little video of those pieces that I played with. And well now I get my brain wrapped around it. So I'm gonna start building up mine, and using what I've learned to build my own grid, put some sheep on there and then move them around. So that's what I got. And that's what's coming up.

Here's the Swift Playground files with my new one in it. And I'll just open it with Xcode. I can go and navigate to all the files within it. I just searched until I found words like pulsar and pattern. And then that told me where to put my sheep in. So I created a new case for my sheep and then when I run it, it works perfectly.