

## Transcript

Hey, I've been plugging away at things and making some headway and solving problems. I found a chunk of code that was making things go squirrely yesterday. I originally in testing had set it to configure every cell to be idle. So as it worked, it just changed everything back to idle after it set all the sheep. one more problem down and I'm almost back to where I left off when I stopped with doing this in Swift Playgrounds. Rubber Duck to the rescue.