The Socket Messaging Project implements a real-time messaging system using socket programming. It creates a client-server architecture where multiple clients communicate through a central server.

Main tasks:

Understand and implement socket programming concepts.

Develop a server that can handle multiple client connections concurrently.

Create a client application that connects to the server, sending and receiving messages.

Ensure the system is robust and handles common network issues gracefully.

First, the project was started with clearly understanding upcoming tasks/issues, then splitting the work, dividing by tasks/key moment connected to timeline. The timeline is based up to the final day.

Second, difficulties that were met at the time of writing code such as: syntaxy's error, IDE errors, etc. One of the most important problems was connecting GUI with client and server. The solution to that problem was more detailed, splitting the task and running step-by-step up to a fully completed project. Also, some less important problems were met that were solved within the time that was supposed to be.

Overall, from the start and up to the end of the project there weren’t any major troubles and writing the code and all other aspects were completed up to time. All the main tasks and even more were completed. So, we have fully completed the project as was predicted at the start of the project.

Beta testing and post testing after fully completed project was successfully completed. Also testing by other persons (other person who have no idea how its worked, but easily figure out and complete all the following steps) was completed some little issues or user-program issues was fixed and maintained to better user-project experience.