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Discussion

While creating the project, Initially we did not have any synchronized methods in our sketch, but difficulty arose when multiple users tried accessing various components(instance variables) of the sketch such as the map it bore. As a way to address this problem, we synchronized the methods, so that only one user could access these variables at a time. The variable would only be free after the user is done using it. The usage often included any alteration to the sketch maps or obtaining particular information from the maps.

Issues with Synchronization

The use of synchronization caused a lag. Changes for the other editors were only seen when they clicked on the canvas; however, their sketchMap was being updated.