

As impediments during the development of the project I can mention that it was extremely difficult for me at first to work with the Google Maps API because at first, I thought that it's a API that is compatible with Java, but the only way it was of any use for my app was using it with JavaScript. So I had to learn the new language from scratch and understand it's concepts. Also there were a lot of problems regarding the connectivity and at first I had no idea what web sockets were. The last thing that gave me a lot of headaches was that the main library that I was using(Swing) was not supporting websites and I find this out only after implementing the whole GUI, but I managed to find a workaround by using JavaFX to load the webpage and merge the 2 architectures. This was tricky because they were running on different threads and at first I didn't even know that or had any kind of tangency with the concept of a thread. I had to somehow synchronize them and even know after the app is done, the app is still glitchy at some given points because of the way the operating system is planning them in the background.

As with the possible directions that the app could follow I cand make it that you have more flexibility regarding the

social media part and let users add comments and more photos to their posts .