

## Criterion E: Evaluation

Words: 286

### Evaluation of Product

Success Criterion	Feedback
A	“It’s intuitive to use, no need for any instruction or anything, and all the controls are right there.”
B	“The clients showed up with their username, so I will be able to rather easily distinguish between the owners of the screens I’m streaming.”
C	“It definitely works to stream their screen, just clicking on a client from the list demonstrates that rather clearly.”
D	“With multiple clients connected I can click one and see only their screen. It also doesn’t seem to break when I’m swapping.”
E	“Typing into the text field at the bottom and pressing enter sends the message over to the client.”
F	“Running the client program and then later launching the server seems to allow the client to connect.”
G	“If we shutdown this client program, it seems that their username does disappear from the server’s user list after a bit.”

Overall, the product fulfills all the previously defined criteria and accomplishes what he wanted.

The client stated it was “easy to use” and feels “quite pleased” with it.<sup>1</sup>

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<sup>1</sup> Refer to appendix, 1.4

### **Possible Extensions**

The client had some trouble getting it to launch upon startup, so he recommended the inclusion of an install script of some sort which would set it up.

There could also be configurable options, such as timeout delay, maximum clients, and other such parameters. This would allow him to customize it to the classroom's network.

Lastly, if we ran into trouble during testing, it was difficult to discover the problem with only the jar file. It would be better if there were some sort of diagnostic tool or logging that occurs to allow the client to easily find and fix errors.