APCS Anshuman Dikhit, Period 2

Final Project Reflection 05/27/2014

My part in the project was to help write the JUnit test, but more importantly, to try and implement networking for our Connect 4 game. I think that we should have started on our code earlier and specifically networking should have been implemented as a first thing rather than last. We wanted to implement networking for Connect 4, but since we finished the logic and algorithms later than planned, we were not left with sufficient time to debug some of the issues that were quite new to me. While learning networking was fun the challenges soon overcame me. To add onto that, when I started implementing networking, the code that I started off with for the Connect4 game was not networking ready. I had to split the code into client and server part each time I received an update. This resulted in lost time! I was able to establish a clear network connection between a human player and a computer player. I however ran into some threading/concurrency issues when I tried to implement networking for two human clients. If we had completed our base code earlier, then I could have devoted sufficient time to networking and possibly have successfully completed it. In the end I find the idea of connecting multiple computers together and programming, this was new and challenging. Had I completed the human-to-human client interaction successfully, my joy would have been far greater.