

Lesson Learned

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Points	Problems	Realizations and learned knowledge
JavaScript-Programming	- Little experience - No object oriented programming	For some tasks, we then looked for and found a solution to the solution together.
Communication between client and server	Several options for the implementation of sending different data types. In the beginning it was not entirely clear which solution was correct. The solution took match time.	We have the task of sending the different data first implemented with a download link. It then emerged in the discussion group that the possibility with Base64 coding is better suited for implementation. So we partially implemented the task twice.
Socket.io	The implementation with socket.io was new to us, so there were some difficulties. We already know the typical communication between client and server from previous courses, but it was still new for us.	There were numerous tutorials that supported us in the implementation. Stackoverflow.com was also very helpful for us. Knowledge acquired: we know now how the functions works in socket (e.g. on, emit, broadcast, join, leave and to).