

Self-Assessment

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Because this was an individual project, my individual contribution was the entire project. This included creating the client code from scratch, modifying the server code, using UDP to have the two applications communicate, and testing the project. In my initial assessment, I stated that my goal was to use the skills I learned in my co-op to complete my project. That is why I decided to develop an application that would work with software that I had learned to use during my last 3 co-ops. I have learned about the Motion Control flight simulator and the software that runs it. The Qt cross-platform development kit that I used to create the client was something I also learned to use during my co-op. I also learned how to create a UDP connection and pass messages between two software.

I was also able to build on my skills during the project. I had to learn how to use proprietary code that was used in the existing server program. This ended up being my biggest challenge. Since both this existing code and my original code implemented UDP communication in different ways, the server was initially unable to read messages sent by the client. I was eventually able to find a way to send messages from the client in a way that could be read by the server. Another challenge I had was figuring out how to implement communication with the client on the server side without causing new errors in the existing server code. Since the server must still communicate with the motion control, I had to carefully examine the entire server program and learn how every line and function is meant to work. Doing this, I was able to find ways to add new code to the server without interfering with the existing code. Creating the UI that allowed the user to interact with the server was my biggest success. I was able to design a UI that works well and makes sense to the user, and does not make interaction with the server unnecessarily complicated.