Chester Williams and Will Luttmann

Meeting logs

2/27/17 3-5pm

Discussed the overall idea of making a chat system and how we would implement it, along with the GUI designs. Began working on coding so the right GUI would appear after a successful login. Will wrote most of the GUI design using NetBeans, and Chester went through and tried to get the messaging system to work between the server and client, to at least make sure communication through the socket was taking place.

3/20/17 3-5PM

Regrouped and decided to scrap the chat system to implement the scheduling system first. Most of the time during the meeting was used to discuss how we would store the information and how we were going to retrieve said information. Since we decided to use a database for storing the information that was going to be grabbed, as well as the login information, we did research in how we could connect the java code with MySQL and ensure that we would at the least grab data from it. Chester looked up that we needed the JDBC driver in order for the application to interact with the database, so we wrote a small test class for connection and ran a test to grab a row from a db.

3/27/17 3-5PM

We first tried to recycle old code used in the previous chat system for the GUI’s, like the login screen. Chester didn’t like the lack of control over the NetBeans GUI components, due to the way the NetBeans builder works, so he decided to build the login from scrap and use an Eclipse tool called Window Builder. At least with this method it was easier to go back and change positioning of components that are displayed on the JFrame. Began working on implementing the login feature with the database. Started writing the logic for the server to grab the information, from the login GUI passing username and password information, but was having trouble with the information getting passed over the socket.

4/3/17 3-5PM

At this point we had the basic logic done for passing information back and forth over the socket for the client and server, with regards to the login information being passed back and forth, their will still some errors regarding certain instances, like multiple clients connecting, so we talked about those issues as well as began discussing how we would store the information regarding the schedule’s in the database.

4/16/17 6PM – 11PM

Met over skype to finish up aspects of the project that were still causing us issues. Will had gotten everything tied together, the login information was processed on the server, and the server would then wait to be asked to send the logged in individual’s information from the clients. After we got rid of errors that was occurring and cleaned up the code a bit, we had to see how we were going to allow access to the db for when we turned in the project. We tried making the database on one of our computer open to allow remote connection, so that other running their own server from the application could connect to the single MySQL db. This became problematic, and was unsecure in nature, so we then had to decide if we were going to the one’s running the server, while others using the client would simply run the application and connect to our server, which communicates with the db on the same machine. This also has concerns since we couldn’t make our public ip addresses static, so if they changed then the code for connecting to the socket would fail if the ip changed. We decided we need to confirm with Professor Kimm as to what method he wants to use to test the server and client interacting with each other, whether we would run the server or if he does, how he would get access to the db, or would we provide him