

Suggested Code Changes (Refactoring):

The following is a list of refactoring which we aim to complete by the end of Iteration 3. This is the most important feature which we will undertake this iteration as it satisfies all 3 Q's of risky design, and therefore must be implemented right away. Therefore, this will be the original focus of iteration 3.

Using database models:

- use network_topology.js on both client and server sides
- on server side, make another 'class' to handle saving to database each time an object is modified ("wrap it in another object")

Break up main.js: (done)

- database models folder
- html templates folder
- views folder

Refactor main.js to:

- use network_topology.js class
- add parameters to the eventqueue
- No longer modify objects on the client side
- refactor topologyGUI and eventViewGUI to use partitionList (not configMap)

First step - refactoring:

- Noah and Ryan are working on main.js (server side)
- Andrew is working on tweaking database things (DB stuff)
- Emily is working on multiple things (hybrid of client and server side)
- Olanre is working on templating and saving states (hybrid again)

Progress Notes (as of Wednesday, 10:00 AM):

- HTML templates and database model have been moved to separate folders under the ClientJS folder
- main.js has been removed and its code has been broken up into separate modules
- refactoring is still ongoing