

SharedMusic

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Design patterns

One of the design patterns that we have used is in the client implementation by have factories. This can be found in socket.js (controllers/socket.js) where there is a room state and socket factory. Instead of making many different room states and sockets we are able to make custom ones setting their methods to whatever we need by using the factories.

Another design pattern that we have used is modular design, we have tried to keep functions separated. For example in the client side code we have a socket module that is the only part that communicates with the server while we have another module that manages playing music and another that manages search. Some of the issues with this are correctly integrating them together and making sure the interface updates correctly.