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CS300 Spring 2017

June 8th, 2017

Java Chat Application

Project Report

VC Repository: Github - <https://github.com/Silver-Face/CS300_Java_App>

Project Status: **NOT COMPLETE**

Summary:

Due to miscellaneous circumstances, I was NOT able to complete this project within the alloted time frame of 8 weeks ending on June 8th, 2017. While the program premise itself was very simple, it proved to be much more challenging when it came to learning new java libraries such as javax.swing and java.net. Many of the challenges here showed themselves because I made learning these respective libraries a secondary concern. Because of this I spent too much time working on the functionality of a single aspect of the projects instead of building things in parallel.

My main focus during my implementation and testing phases was on the functionality of the server. Specifically the server’s ability to record and load data put into it(messages, threads, users, etc). I believe I’ve done a good job at creating this aspect, but spending too much time on it neglected the need to read more on the java.net library. I learned too late that creating a mechanism for handling multiple threads is not trivial. I attempted to make a client class to connect to the server but I was not able to learn implementation of multi-threading in time. An emergent problem concerning multi-threading also happened when I learned that I had inadvertently named one of my abstract data types (Thread, the class that holds a list of messages) after a java.net class object. This ended up making the process of trying to implement the .net library more cumbersome.

I also neglected to learn proper use of the javax.swing library. I started off my project with the mindset of a command line app that I believed could be translated to a GUI format afterwards. As with the java.net library, I realize that implementation of a GUI in the beginning would have caused less problems then trying to tack on a more CLI-oriented project.

In conclusion, this project overall proved extremely challenging. I do believe I have implemented a few of the requirements even though the over project is not usable as a client-server model product. If I had the opportunity to start again, I would have devoted more time to learning the two mentioned libraries instead of concentrating on what I already knew.