Change "No" to "Yes" as you complete the tasks:

|  |  |
| --- | --- |
| **Task** | **Complete?** |
| **My name is...** | **Deliana Escobar** |
| **Basic JokeServer Works fully** | **Not quite\*** |
| **Extensive Comments in Source** | **Yes** |
| **Implemented the client for MULTIPLE servers (optiom)** | **No** |
| **Sleep for 40 seconds in worker thread after breaking TCP connection** | **Yes** |
| **Used UDP for callback to client** | **No** |
| **Add Sums on Client** | **Yes** |
| **Wait for Sum loop to end before displaying results from server** | **No** |
| **All files named correctly** | **Yes** |
| **Administration** | **.** |
| **Compiles with javac \*.java** | **Yes** |
| **Submit to D2L as zip file** | **No** |
| **Included all necessary files** | **No** |
| **Bragging Rights Below** | **This line** |
| **[Fill in custom extra features, one line per feature]** | **Yes** |

**Optional Comments:**

I was hoping to implement two threads on the client side: one to handle jokes and proverbs and one to handle the adding of numbers while we waiting. The thread handling the numbers was a while loop with the intention of doing work continuously until the server was ready to send a joke. However, I think that might’ve been overloading the program because after a few loops the thread handling the numbers started to become really slow and crashing with the server jokes.

I was under a time constraint given other final projects due plus work, but I think I wasn’t too far of implementing the correct behavior. One option is to use a for loop for the numbers and only do a specific amount of calculations before killing the thread and going see if the joke server has anything.