

Synchronization:

In addition to the methods in `SketchServer.java`, I only made two of my methods, *handleMessage* and *handleWorldMessage*, synchronized in `Sketch.java`. I did this because these two methods are responsible for all manipulations of the `SketchServer` object's data, the sketch shared between all clients. The other methods in `Sketch.java` are only used on the server's sketch through my *handleMessage* and *handleWorldMessage* methods, so they don't need to be synchronized. These unsynchronized methods are used to manipulate the client-side sketches, but this shouldn't matter because each client has its own copy of the server's sketch. Without the synchronization of *handleMessage* and *handleWorldMessage*, it would be possible for clients and their corresponding communicators to interrupt each other while using and changing the server's sketch.