

## Lab 4 Write-Up

### Questions:

1. About your team:
  - a. How did you you “divide up” the work so that each student still met the objectives for the assignment (i.e., learn, understand and apply the concepts).
  - b. How did you coordinate code changes/testing?
  - c. Other observations about working with partners?
2. Where did you have trouble with this assignment? How did you move forward? What topics still confuse you?
3. What did you learn from this assignment? (Be specific)
4. How could this assignment be improved in the future?

### Ford Polia:

1.
  - a. I worked on the Card, Deck and Hand classes as well as the InputManager interface as well as the classes that implemented it. Jake wrote the Pile class, as well as the server and much of the other networking code. Darrien wrote most of the GUI and much of the client class.
  - b. We used a github repository to share and manage the code.
  - c. We needed to even out when we work on it.
2. We had trouble getting the networking to work properly and integrating the GUI with the rest of the application.
3. I learned how to make a client-server application and many of the difficulties that go along with it.
4. The assignment could be improved by providing examples of games to make for the project

Darrien Kennedy:

1.
  - a. I wrote a combination of the GUI and the client class. The GUI was assisted by Ford to make the one that I wrote cooperative with the client class.
  - b. We used GitHub for the second time, it was a lot smoother this time around.
  - c. It can be nice to have people to help when you are stuck on something.
2. Running the network was an issue though for me personally, one of the biggest issues was connecting GUI with the client, as I had already completed most of the GUI by the time we had actually gotten around to combining the two.
3. I learned how to create a working card game using java. I also learned some of the workings of using a server in java.
4. The assignment could be improved if there were lets say three basic games provided for you to pick from, the open endedness lead us to take a task over our heads, if we were to create it like we had originally planned.

Jake Mathews:

1.
  - a. I wrote the pile class as well as pretty much all of the networking code. Also provided a lot of support for everyone to integrate their stuff. In the end the GUI ended up not working out so I had to start over and also write the console version of it instead.
  - b. We used GitHub once again and we are getting much better at using it. Still need to work on when to use branches though. I feel like GIT should be included in at least one of our courses if not an entire course for it.
  - c. Work was a little disproportionate.
2. Getting the networking side of things up and running was very frustrating but it was also equally rewarding. The GUI integration seemed to not really work at all. A lack of communication might be to blame. The project was small enough that not everyone could work on the networking side of things but just big enough that if you did not work on the development of it, it would be difficult to understand.
3. Relearned java sockets. The ADT part was a little too easy. I think we have spent too much time on lists
4. Don't use lists. Show us some cooler more advanced data structures. We all learned how to use a linked list in previous programming courses.