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Project 7 Chat Room Team Plan

After the project was assigned and after the lectures on socket programming, both partners read the pdf and chat client examples on canvas to thoroughly understand how socket programming worked and what the objectives of this project are. After looking at the chat client examples, we also look at the Observer class to understand what its purpose was and how we could implement observer for our implementation of the chat room. After understanding these things, we met up together and worked on getting a chat room program working with the observer class the met the basic requirements of project. Both partners sat by side at a computer with eclipse and a terminal to get this this implementation to work based which was based off of the two chat program examples. Outside of our meetings, we collaborated through messaging and GitHub. After getting the chat program to work with making a server connection and multithreading, Aaron worked on cleaning up the GUI interface of the chat features while Siva worked on brainstorming some ideas for additional UI features. Then we both met up and worked together to start to implement our desired extra UI features and get them to work. We also discussed how to make the UML diagrams for our implementation. After this meeting, Aaron worked on debugging the implemented UI code while Siva started working on creating the organized UML diagrams. Then we finally met up again to debug, test and then do the team plan and rest of the deliverables (UML, ReadMe, .jar files).