

XMPP Client

Lessons learned, obstacles, and features

Lessons Learned

- Spending a lot of time working on a great foundation for a project is worth it in the long run.
- Keeping the code as modularized as possible is a must for big projects, as it leads to cleaner code.
- The XMPP suite is documented very well, so sticking to the documentation as much as possible was great for making things actually work.

Obstacles

- Lack of familiarity with real-time communication was very hard to overcome at the beginning.
- Some requests had to be timed well, as some required a follow-up response.
- I dislike font-end work, so I spent a lot of time trying to make it work while also keeping it pretty.
- The server would sometimes not send some presences and messages when going online, and I had to search for a workaround.

Features

I go in-depth on the features in the project's README, but, in short:

- Registering/Unregistering new accounts on the server.
- Login/Logout of a registered account.
- View an account's roster alongside their status and presence message.
- Add users to the roster.
- View a user's profile picture and full name (if provided).
- One-on-one conversations with another user (including file upload and transfer)
- Creation and participation in public multi-user chat rooms.
- New message and friend request notifications
- Status and presence message sharing.