
Chatroom Reflection

A Reflection of the Chatroom Project

Alaina Finley - September 24, 2018

The Chatroom project was developed in the Computer Networking class taught in the Spring of 2018. This project was a partner project. The purpose of this project was to create in a team setting a chatroom in which the clients and servers follow the same protocol (one that was developed by the team.) The end goal was that at the end of the semester, because the protocol implemented was the same, each member of the team could communicate via the chatroom. The implementation of the client/server protocol was to be done in pairs.

I selected this project because I thought this was an excellent example of implementing the Computer Science learning goal of “understanding the concepts and techniques of software design.” The reason for why I felt this was a great example was because this project forced myself and my partner to really consider the code interactions between the server and the client. In addition, we needed to understand the networking communication of a client and a server and what was required of the software in order to produce the end goal results of the project. The design behind this project was to focus on the server and the client communications.

In order to implement this, we needed to design the code for the client in such a way that it correctly interacted with the server. In addition, the server’s code also needed to interact correctly with the client. This aspect of design really proved to be challenging and really forced my partner and I to delve into understanding the best techniques to use for development.

Through all of this, this project demonstrated the Westminster College Learning Goal of Collaboration, and the Computer Science Department’s Program Goals of acquiring significant project experience working in a group, as well as understanding the concepts and techniques of software design.