COMPARISON BETWEEN PROJECT#3 AND PROJECT#4

I will go one by one all the point I have planned in OCD project#3, but didn’t implemented in Project#4 or the things I have implemented which not planned.

* I have planned to put start and stop time in the message class to measure the execution and latency time. But, then I have implemented HRTimer with the help of instructor code and measure the time using that.
* I was planning use Timer for in repository server also during OCD. Then, I drop the idea while implementation since we are already measuring latency and execution time.
* I have planned to use XMLDecoder and Logger as a separate package, but I have combined logger in TestResult class and XMLdecoder into utility class as serialize.
* Instead of creating TestDirectory Generator, I have created Repository directory folder to create temporary folder with test libraries.
* I have demonstrated GUI in OCD project #3, but I have improved that GUI and while actual implementation for the ease of use.
* Major change is, I was planning to send file as messages in sender and receiver queue. But, now according to requirement mentioned in the document, I have changed my design and started sending files directly without using queues.
* I have improved log querying functionality then what I have demonstrated in OCD. In Project #3 OCD, I have planned to search log files using author name and data time stamp. But, it is very hard to give accurate time since I am storing time also with milliseconds. I have implemented logs query in a way that user just have to provide keywords to find the log files, it will return the list of files from repository with that key words.

**Learning:**

* By doing this project 4, I learnt about creating WCF channel and mostly WPF GUI. From this differentiations of my assumptions in OCD and actual implementation in project#4, leads me to do more prototyping while designing OCD