Consider possible multi-client issues. What unexpected/undesired behaviors are possible? Can you actually make any of them happen? Where and why do you use synchronized methods; will they handle everything? Write a short (approximately a paragraph) response.

An undesirable behavior would be for multiple clients to edit the same shape at the same time. This could result in conflicts between the two clients. We use synchronized methods in the sketch class because multiple server communicators access the master sketch at the same time. Because the methods are synchronized, only one thread can access a method at once. This is important because, since the computer switches between threads rapidly and at its own discretion, it may switch threads while part of the way through one of these methods. This will result in problems and inconsistencies in data. Synchronizing the methods will not always be sufficient because if one client tries to move an object while another deletes it, the clients may get out of sync with the server, even if the methods are all synchronized.