CacheOverflow2

Devliverable 8B-5

1. An executable architectural prototype that minimally shows that data entered or modified on one screen is broadcast (or otherwise distributed) and displayed on the other screens.

To implement this we will use a simple client server model. There will be a separate server that is always running. Then each SCRUM user is a client that sends/receives update to/from the server.

1. Basic code to support ‘record locking’

To implement this record locking we will ensure nothing can change while the UI is updating.