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This document summarises the collaboration of Group 2 for the programming and technology exam of the 3rd Semester. The group consists of 4 members of 4 different nationalities. In spite of the major differences in our opinions (we agreed on certain rules and guidelines to follow, thoroughly elaborated in the accompanying document called group contract), we managed to harness the benefits of diverse ideas and identify multiple possible approaches to certain problems.

The idea of the project is to create a service that handles multiple chatrooms with limited people count capacity where people can discuss topics they are passionate about which the users may access either via the web client or the windows application. Listening to music through the application using YouTube Data API and joining groups are other major user stories of our program.

Some of the problems we had to find the answer to include but are not limited to: Users whose number is greater than the available slots in a given chatroom try to join at the same time (for example, there is 1 slot left but 2 people try to join), a group whose number of people is greater than the available slots in a given chatroom tries to join (for example, a group of 4 attempts to join when there are only 3 or less slots left), preventing SQL Injection, learning how to use callbacks and bindings.

After formulating the problem statement and having it approved by the supervisors we were assigned the task of solving the problem by creating a web service, selecting the appropriate middleware and create both a dedicated and a web client.