Group Deliverable 8.B

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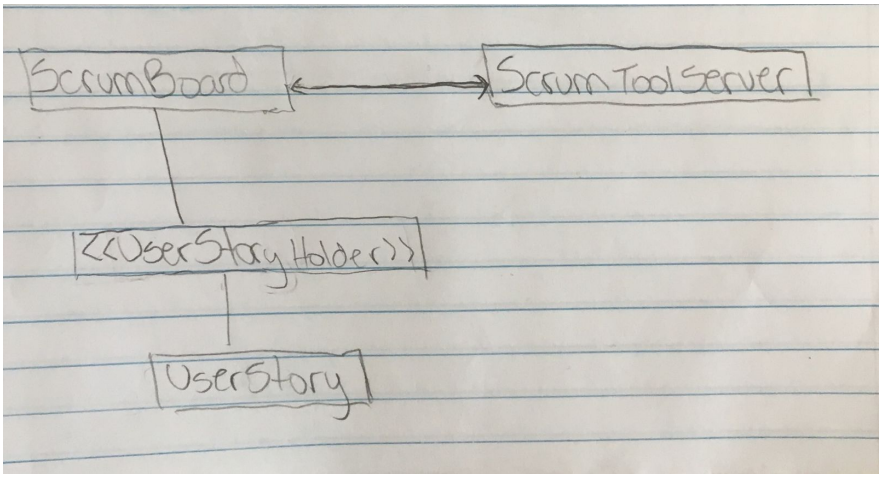
2. Architectural Design



5. A short document explaining how (3) and (4) are implemented.

The sockets are established with the native Socket and ServerSocket library. On the server side, a handler class is created for each client that connects, and it handles that client's request, as well as broadcasts the client's message to other clients. On the client side, a BufferedReader and a PrintWriter are used for input/output with the server. This logic is run on a separate thread from the UI, which is constructed with JavaFX. In order to update the UI, the socket client thread makes a call to Platform.runLater to schedule something to be done on the JavaFX thread. Record locking is easily done with the "synchronized" block in Java. Anytime a shared resource is used, the synchronized block ensures that only one thread is accessing it at a time.

6. Design Patterns

- Singleton: will be used to guarantee there's only one copy of each UserStory object and that users don't have different copies of the same object