Socket.io

Chat Exercise 1

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# https://i.gyazo.com/b19e1ecdfc45ba9e72f50e0c18717559.pnghttps://i.gyazo.com/3163462c6ed0fa907cab042639a658c4.pnghttps://i.gyazo.com/927add3b155c136f7a0c6104b8616386.pngDiagrams and Designs

# Lessons learnt from the Exercise

## Node.js Programming

Before doing this exercise, neither of us had used Node.js before so we ran into a lot of problems, most of which we were able to overcome. There were some cases where certain functions wouldn’t work although we were implementing it correctly, and then other scenarios where we’d use the exact same function with identical implementation and it would work perfectly.

## Time management

As a consequent of the above, we didn’t have enough time to be able to complete the last feature of implementing file sending. We spent over half a week trying to fix a feature that we never got fixed and implemented, that was having an error showing when a username was given that was already logged so each user was unique. Next time we will try and move on from a feature if it isn’t crucial to proceed with the tasks, especially as that feature wasn’t specified in the specification as we thought it was.