

I'm certainly not proud of this code. I accept that I rushed this project and consequently, this is some of the sloppiest coding I've done in a long while. I chose the client-server Rock Paper Scissors game. This was the C project, and as a senior with prior experience developing networked applications I probably should have attempted the more difficult peer-to-peer project. However, as a second semester senior I chose the one I thought I could finish the fastest. In the four days prior to this assignment being due I was busy flying to visit a graduate program in California, with all the stress and distraction associated with big decisions and traveling. Of course, for the first several weeks after this assignment was sent out I ignored it, so this is entirely my fault for poor planning.

On to the work I actually did. I chose Node.js as the server platform. In the last year JavaScript has become my favorite language, and evented I/O is incredibly flexible for many networked applications. I think I have finally my brain around writing non-blocking code and navigating the occasionally messy callback soup. This project is not a great example of clean functional code, but it was still very fast to sit down and spit out lots of code that worked. This codebase is not modular or reusable and would not scale well past three users. However, I don't plan on continuing with this project, so that's alright.

The assignment mandated that one language was in Java. I reused the very thin client from in class. This essentially just connects to the server, reads input from the command line, sends it to the server, and then prints the response. Consequently, my "protocol" was just full English sentences with human legible instructions. I've been reading recently about hypermedia APIs with machine learnable instructions. I didn't even attempt any of that fanciness. This is just raw text over TCP.

I did not stretch myself with this project, but I did learn how far I've come since a year ago. I believe I spent about thirty minutes of sketching a design, and four hours of coding time. A year ago there is no way I would have anything even approaching working after that.