**Prompt:** Consider possible multi-client issues. What unexpected/undesired behaviors are possible? Can you actually make any of them happen? Where and why do you use synchronized methods; will they handle everything? Write a short (approximately a paragraph) response.

The undesired multi-client would occur when, for example, two people try to recolor, add or delete the shapes at the same time. We can create a method to allow one person to draw at one time and *remind the other person to stop drawing by printing a message in the console* or informing the other person that their peer is drawing (similar to online Skribbl). We use synchronized methods to avoid two or more threads from interrupting each other when trying to handle/perform certain tasks.

Our screenshot was taken when we ran a synchronization via zoom so it evidenced that we are in different places and were on two different computers.