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AQL
CS10

<div align="center">PS-6</div>

1. 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.

Honestly unexpected and undesired behavior would be if two editors at the exact same time tried to recolor and delete the same object simultaneously. Or any other type of method while one editor is trying to delete a different shape, but at the same time this is probably relatively unlikely. It is unlikely due to the fact that two editors at the same exact instance choosing to do both of those things is relatively unlikely. Hitting two things simultaneously is also actually quite difficult.

I used synchronized methods for my sketch and handlemessage, I used them for my sketch partially because it was advised. I also used them for my sketch because it would be an object that needs to be accessed by several different editors but would be one master object. I also used them for my handlemessage because it needed to handle the functionality of broadcasting messages to the rest of the editors.