Matthew Chu

- Implemented an algorithm for caching songs on the server for multiple clients to use
- Initialized three peers storing all .mp3 files with a GUID

Wesley Slates

- Worked through TomP2P source code to understand how to get peers built, working, and stored on disk persistently.
- Abstracted TomP2P to a singleton class that allows all peer to peer functions to be modularized.
- Became a god for 38 minutes, but godliness was eventually put into question when I used the word “bro.” Was defeated in an epic battle with Xenu.
- Built distributed file system that chunks the inverted indices and uses them to search for songs. Abstracted this into its own classes.
- Designed algorithms to search the inverted indices.
- Really felt smart using the word “indices” rather than “indexes”

Andrew Myer

- Implemented logic for searching all songs in the server class.
- Worked on getSongbytes to get a byte fragment from the DFS
- Worked on getNumberOfFragments to use the DFS to get the necessary number of fragments.

Bryson Sherman

- Created some super basic examples for put and future gets in the initial stages of learning TomP2P
- Worked on the methods for geting Songs, Albums, and Artists
- Help triage a bug where searching for a song wasn’t working
    - Fixed the case sensitivity issue