Wesley Slates:
- Server Framework
  - Theorized general server framework, including how to pass messages, differentiate between operations, etc.
  - Message passing for server-client protocol
  - Request-reply protocol
  - Request protocol
- Researched and built song "streaming"
  - Song is downloaded as a cached song rather than streaming fragment by fragment.
- Helped group with any general errors with protocols and server framework.
- Updated User Guide
- Documented all code that was still undocumented.

Jacob Parcell
- **User Interface**
  - Addressed issues from Assignment 1
    - Search bar does not automatically display all available songs
    - Search results and song displays show the song title, artist, and album name instead of just the song title
  - Added feature that automatically sets playlist creation date to the actual current date
  - Increased size of song view window to allow for better readability
- **Client - Server functions**
  - Implemented functions that allow the user to add or remove playlists using client-server protocols
  - Helped implement functions that allow the user to add or remove a song from a given playlist using client-server protocols
- **Call Semantics**
  - Implemented maybe, at least once, and at most once semantics in server methods
- **Documentation**
  - Helped ensure that all code was well documented
  - Created Javadocs for all classes

Andrew Myer
- Implement searching all songs, my songs, my playlist, current playlist on both the client and the server
- Helped debug a lot of the UI and merge conflicts
- Add playlist functionality

- Did some testing with timeouts
- Implemented logging system to record the servers state.

Matthew Chu
- Implemented server side threading to handle incoming requests from one to many clients.
- Client-server functionality for registering a new account and allowing existing users to sign in using request-reply protocol.
- Debugged adding/removing songs from a user's playlists.
- Implemented function to remove playlists with a request to the server.
- Implemented timeouts for the application and alerts that let a user know when the app has timed out.