

## Project 2 Individual Reflections – Jesika H Haria

### Role in the team

Through brainstorming about the design, our team decided to split up tasks into three parts in an MVC-style format: GUI (View), Controller, Server (Model). My role in team was to write the GUI, and the roles were pretty much decided by the team members' interests and abilities. I have had some minimal experience with GUI before, but since the rest of my group did not have any, I thought this would be a good opportunity to improve my skills.

### Implementation

As you shall see in the GUI, very little of it was hard coded and I mainly made use of the BoxLayout and GridLayout to implement it. I paid attention to detail, and included colors, fonts and even images into the windows, to make it look closer to what someone would see in the real world. There were quite a few changes I needed to make later, since the implementation of the client changed a bit. However, I feel like the GUI was able to account for those changes and be flexible. Properties of the GUI that needed to be accessed frequently were made into fields that the Controller could access. We also implemented tabbed windows and got that to work surprisingly well, for the convenience of the user, even though that complicated the implementation and caused us to keep dictionaries to track the user and conversation ID.

To deal with the additional task of implementing state, I made a state machine and a list of all possible user actions and transitions between the three states of TYPED, TYPING and CLEARED. Most of it was coded in the GUI, and the controller changed the color of the specific user depending on the information that was sent from the GUI based on this state machine.

### How I think I did

Overall, I think that the GU was clean and functional, aesthetic and intuitive. An improvement could be to make it resizable, but the current size did not detract from the experience, and the team also thought that the other goals were significantly more important given the time frame. An alternative way of looking at this would be to reduce hard coding even further.

### How I feel about it

I feel that the group project was indeed a valuable experience to me, and the group worked in harmony with each other. There was a lot of coordination and support within

team members, and learnt a lot about GUI structures in Java, as well as how to interface with back-end.