

CPS 512.01 Spring 2015 Final Project Synchr

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1 Introduction

Skeleton Introduction

2 Technology

Skeleton Technology

3 Server Nodes

Skeleton Server Nodes

4 Client Nodes

Skeleton Client Nodes

5 Current Limitations

Skeleton Current Limitations

6 Future Work

In the current version of the software, any client connected to the network will receive control messages. This feature may not be always desirable so an option to opt out of sending and receiving control messages could be added to the client interface.

In a normal listening session we can expect the next song in the library to play after the current song has finished. In the current version the upcoming song would only be streamed after the current song has finished. One optimization would be to look ahead in the play queue and fetch a number of songs into browser memory so when the current song finishes play the next song can be played immediately from memory.