Jabber Point

Report

Version 1.0

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Introduction

Jabber point is a presentation tool created in Java, originally developed by Ian Darwin and later updated by Gert Florijn and Sylvia Stuurman where version 1.6, released on the 16th of May 2014, was set to operate using JavaFX. Jabber Point allows for the use of XML to be able to determine and manipulate the contents of each slide. Jabber point has several architectural flaws that will be addressed in this report with suggestions to improve its user experience.

Architectural Flaws and Suggested Solutions

Flaw 1: Jabber Point's lack of modular architecture.

Various components of Jabber Point are highly dependent on each other, presenting issues when one wishes to update, maintain, or implement new features without negatively affecting other parts of the current system. In order to potentially resolve the issue, developers could focus on creating and implementing a system where each of the components, such as slide management, content editing, and design templates could be individually developed and maintaining, allowing bugs to be resolved easily and new features to be implemented without the risk of interfering with the exiting functionality of Jabber Point. This, in theory, drastically enhances the scalability of Jabber Point.

Flaw 2: Lack of User Interface Adaptability within Jabber Point.

Currently, the user interface of Jabber Point cannot automatically adapt to users' screen sizes or general preferences, impeding user experience and accessibility. Introducing functionality where the Jabber Point application responds and adapts to the display's native resolution, would appeal to users with wider or higher resolution displays, as well as users who rely on accessibility features within applications. This can be developed using modern UI frameworks. Once again enhancing the scalability and use of Jabber Point.

Flaw 3: Limited Collaboration Features

Jabber Point currently lacks features allowing multiple users to collaborate on a presentation, limiting the use of Jabber Point in situations where collaboration is key. Developing and integrating collaborative tools within Jabber Point would naturally, allow multiple users to edit and view presentations simultaneously, introducing a dynamic and interactive presentation platform presenting opportunities for collaboration in various situations. By facilitating a more collaborative environment, Jabber Point can expand its user base.

Conclusion:

Although Jabber Point is an essential tool for presentations, its potential is limited by a number of architectural problems. Jabber Point can be made much more maintainable, extensible, and user-friendly by adding a modular architecture, implementing an adaptable interface with user accessibility in mine and introducing collaborative features in order to broaden the use cases of Jabber Point. In addition to resolving the immediate problems, these adjustments set Jabber Point up for a more updated set of features in an everchanging digital world.