OS Project

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- Architecture:

  In our project we have two sides server side and client side, sever side uses nodejs,

  Express and sockets

  And in client side we use html, css, jquery, Javascript and ajax

- Concurrency and communication:

  For concurrency between the client and the server we used sockets and ajax

- Scenario:
  - The scenario goes on the same way for normal actions :

    First it is the html page that take actions from users then javascript send data

    To ajax then ajax send the data to the server and if there were a response it is

    done In an opposite way to the send
  - But in Chatting Or Drawing:

  First open socket connection for the this room (it only on socket but not all user see the same thing) using (join) then on any action there are client send and others receive .

- Ex: login scenario

  In the login it the html first that has the form that hold data from the user

  After submitting the data in the form, the javascript will take the data to ajax

Then ajax will send data to the server where the server will check on the validity of

The data in the database and say if it is write or fabricated data

- Problems:

   1- there were almost all topics that we needed to learn from scratch (ex: nodjs ,

   sockets ,ajax ,sqlte&……).

   2- learning how to send data between client and server.

   3-ajax problems.

   4-chrome has many constraints on javascript which made working with it very

      difficult.