Learned Lesson

It was very exciting and interesting to code the chat room directly using sockets. However, it was a long time to understand the concept of a network program and to make a concrete plan.

First, it took some time to understand the concept of Thread. At some stage it was difficult to decide where create a new thread and execute it. However, this task was very beneficial because I could study Thread and connect it with a real program.

Second, it took a lot of time to understand which methods have to go to which class and how each class have to function in relation to overall class. In particular, the server-related classes consist of three classes, making it difficult to design how to distribute related functions.

Finally, to pass the junit test, I made the startServer of the ChatServerExec class with no parameter. This is different from the assignment description, but it is much easier and it is not necessary to modify the test code.

This last assignment was to create a multi-channel chat room through the network, which was very close to real life and seemed to be very useful because it seemed to be closely related with the practice.