

My Interpretation

Our project is a networked code editor that helps software developers collaborate on software projects. The main feature of the code editor is to allow multiple developers to synchronously edit a source file. Our editor includes features for loading and saving documents, as well as a chat feature.

The application has a server, client design. Each group of developers creates a session by running their own server application, and each collaborator runs their own client application (the editor). To connect to the server, the server IP address is inputted into the client, along with a chosen username.

The server and the clients each have two connections, one for chat and one for the sending and receiving the document text. Both the client and the server utilize threads for many things like listening for connections(server), autosaving(client), and for managing multiple connections to clients(server).

Overall I am happy with the way the application turned out. I think we built something that is useful, and is one of, if not the most complex applications that I have worked on. I learned a great deal about concurrency and networking in Java.

My Contributions

Programming

- Setup netbeans project and Github project.
- Created a simple GUI (later replaced by Eric's).
- Setup connections between server and client. We ran into a bug where the clients were successfully sending the document, but not receiving updates. Eric fixed this bug, and to do this he started a separate project with some code from our project and some from his chat program. After the bug was fixed it was easier to proceed with his project than to merge in the changes so we went with that.
- Loading, saving, and auto saving files.
- Directory UI, and management.
- Fixed EOF error.
- Implemented logout button listener.
- Misc refactoring and code cleanup (Removing netbeans warnings, deleting template comments, fixing indentation.)

Misc

- Wrote the project proposal.
- Wrote the readme.txt.
- Did some minor editing of the final paper.
- Merged others' changes (using git).
- Project management through Github issues.