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Week 4 Journal

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UPDATED

* **Client-Server Pattern: Discuss how the client-server pattern can be used to satisfy software requirements and efficiently solve a problem**. Specifically, the web-based game application must be able to be run on multiple operating platforms.

When creating application that work on multiple platforms they can share the backend or database to connect services but the front end of the application has to be made separate. This is because every platform needs special requirements to work. One of the largest problems for cross platform application is to authorize users. For this we can store the credentials in a database and ‘link’ to said database with an API to call the correct credentials.

* **Server Side**: You have developed the application from the server side. **Discuss how the server side provides communication to the client side with REST API style**.

The server communicates with the front end with things called API’s. These connect the retrieval process of connecting to a database. API’s usually have logic to support the requests for the database. This process for web based apps is through https requests. Some are GET, POST, PUT, DELETE. These are just a couple of different methods for using an API to connect to a database.

**Client Side**: You wrote an application for multiple clients where the multiple environments can interact with the server. **Discuss what is required of the developers so that the application on all three clients is able to be used on the website**. Consider what next steps would entail to develop for the client side of the game application. For instance:

* How would you add more users to the database?

For adding users to a database you can use a POST method to the API. You can also use a PUT method for updating info to the database.

* What other features might you include in the game app?

We can add more methods to the API for the devs to call and make the database more accessible.

* What if The Gaming Room asked you to host the application on a fourth and fifth client? For example, on Xbox and PS4.

The concept for adding more ‘clients’ is still the same as the first few ways. You connect to the database with an API to call methods to retrieve data or push data to the database.