My current design of project 4 and the one I gave in OCD of project 3 has following major differences

1. GUI: In OCD for project 3 I didn’t have a tab where user will enter his name and decided his port number. But in Project 4 I have made a tab where user will enter his name and the port number.

Was original Concept Practical: Yes design of project 3 would have also worked only issue with that was I didn’t had the option to give username and had planned to hardcode the port number

Learnt: In an industrial level application we can’t hard code the port numbers so my project 3 approach was wrong.

1. Thread Pool Package: In OCD I have discussed about using a thread pool package, but in project 4 I haven’t used it. I thought if with task we can do the same thing why should I take extra time of designing the thread pool.

Was original Concept Practical: Yes it was practical. But it didn’t follow the concept of do simple thing possible first.

Learnt: Try to manage stuff in as easy way as possible.

1. Messages: In OCD 3 I discussed that I will be sending an xml string for the machines to communicate with each other. But instead of that I have used message class in project 4.

Was original Concept Practical: No it was not, in that case I would have need 5-6 message class to generate different types of messages.

Learnt: Try to make things as much generic as possible.