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APCS Final Reflection

Over the course of this project I learned a lot about CS, Java, Git, and the process of developing a project. One of the biggest things I learned about was the process of sending packets of information over the network. We utilized a p2p TCP connection using the Socket class. I also experimented in using a UDP packet to autodiscover other programs on the Local Network, and got the code working, but unfortunately it tended to interfere with the normal TCP socket, so we removed it. Furthermore, all of the network code had to run asynchronously because it had to wait for an indeterminate amount of time for a network connection request. Thus, I learned a lot about Threading and synchronous methods.

I also learned that Git is an extremely powerful tool when used effectively. In my previous experiences with Git, I always had to spend a large amount of time fixing errors (merge conflicts, CheckoutExceptions, Dirty Worktree errors, etc) in the Git itself. This was the first project in which I had a thorough understanding of Git, and thus was able to use it more effectively. We had few conflicts, merging was a largely painless process, and we used branches quite effectively.

Also, we were able to implement an MVC model for our project somewhat effectively, although it was a bit strange because the View and the Controller were both in one class. The Controller would receive a click then call the model, which would run computations and eventually update the view.

Finally, we were going to implement an AI, but we decided that implementing a “stupid” computer player that played a random move was pointless, and implementing an intelligent AI was too time consuming, although I had already done the research required to build the algorithm.