Submission Worksheet

Course: IT114-002-S2025
Assignment: IT114 Milestone 1
Student: Trinity C. (tdc28)
Status: Submitted | Worksheet Progress: 100.00%
Potential Grade: 10.00/10.00 (100.00%)
Received Grade: 0.00/10.00 (0.00%)
Grading Link: https://learn.ethereallab.app/assignment/v3/IT114-002-S2025/it114-milestone-1/grading/tdc28

Instructions

1. Refer to Milestone1 of any of these docs:
    2. Rock Paper Scissors
    3. Basic Battleship
    4. Hangman / Word guess
    5. Trivia
    6. Go Fish
    7. Pictionary / Drawing
2. Ensure you read all instructions and objectives before starting.
3. Ensure you've gone through each lesson related to this Milestone
4. Switch to the Milestone1 branch
    1. `git checkout Milestone1` (ensure proper starting branch)
    2. `git pull origin Milestone1` (ensure history is up to date)
5. Copy `Part5` and rename the copy as `Project`
6. Organize the files into their respective packages `Client`, `Common`, `Server`, `Exceptions`
    1. Hint: If it's open, you can refer to the Milestone 2 Prep lesson
7. Fill out the below worksheet
    1. Ensure there's a comment with your UCID, date, and brief summary of the snippet in each screenshot
8. Once finished, click "Submit and Export"
9. Locally add the generated PDF to a folder of your choosing inside your repository folder and move it to Github
    1. `git add .`
    2. `git commit -m "adding PDF"`
    3. `git push origin Milestone1`
    4. On Github merge the pull request from `Milestone1` to `main`
10. Upload the same PDF to Canvas
11. Sync Local
    1. `git checkout main`
    2. `git pull origin main`

Section #1: (1 pt.) Feature: Server Can Be Started Via Command Line And Listen To

Started Via Command Line And Listen To Connections

Task #1 (1 pt.) - Evidence

Combo Task:

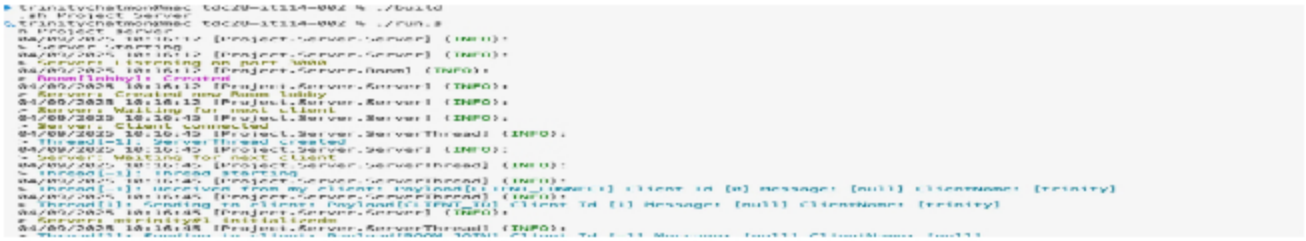
Weight: *100%*
Objective: *Evidence*

Image Prompt

Weight: *50%*

Details:

- Show the terminal output of the server started and listening
- Show the relevant snippet of the code that waits for incoming connections



tdc28, 04/09/2025 this is the terminal showing the server startd and is listening

tdc28, 04/09/2025 - this is the code that waits for incoming connections.

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Text Prompt

Weight: *50%*

Details:

- Briefly explain how the server-side waits for and accepts/handles connections

Your Response:

The server-side waits for connections by using ServerSocket to listen for new connections. Once the connection is accepted, a new thread is created for the client to use. The client then chooses a name and would have to type /connect localhost:3000 to join.

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Section #2: (1 pt.) Feature: Server Should Be Able To Allow More Than One Client To Be Connected At Once

Task #1 (1 pt.) - Evidence

Combo Task:

Weight: *100%*
Objective: *Evidence*

Image Prompt

Weight: *50%*

Details:

- Show the terminal output of the server receiving multiple connections
- Show at least 3 Clients connected (best to use the split terminal feature)

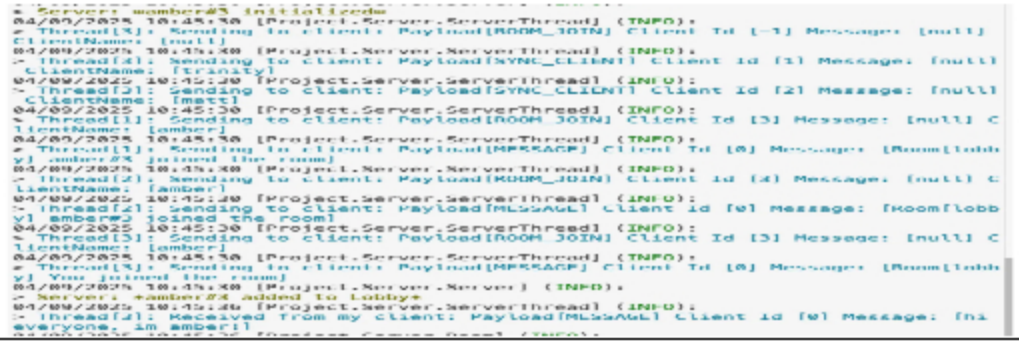
- Show the relevant snippets of code that handle logic for multiple connections

```
04/09/2025 10:16:45 [Project.Server.Server] (INFO):
> Server: *trinity#1 added to lobby*
04/09/2025 10:18:55 [Project.Server.Server] (INFO):
> Server: Client connected
04/09/2025 10:18:55 [Project.Server.ServerThread] (INFO):
> Thread[-1]: ServerThread created
04/09/2025 10:18:55 [Project.Server.Server] (INFO):
> Server: Waiting for next client
04/09/2025 10:18:55 [Project.Server.ServerThread] (INFO):
```

tdc28, 04/09 - connection 1

```
 Server: *matt#2 initialized*
4/09/2025 10:18:55 [Project.Server.ServerThread] (INFO):
 Thread[2]: Sending to client: Payload[ROOM_JOIN] Client Id [-1] M
sage: [null] ClientName: [null]
4/09/2025 10:18:55 [Project.Server.ServerThread] (INFO):
 Thread[2]: Sending to client: Payload[SYNC_CLIENT] Client Id [1]
ssage: [null] ClientName: [trinity]
4/09/2025 10:18:55 [Project.Server.ServerThread] (INFO):
 Thread[1]: Sending to client: Payload[ROOM_JOIN] Client Id [2] Me
age: [null] ClientName: [matt]
4/09/2025 10:18:55 [Project.Server.ServerThread] (INFO):
 Thread[1]: Sending to client: Payload[MESSAGE] Client Id [0] Mess
e: [Room[lobby] matt#2 joined the room]
4/09/2025 10:18:55 [Project.Server.ServerThread] (INFO):
 Thread[2]: Sending to client: Payload[ROOM_JOIN] Client Id [2] Me
age: [null] ClientName: [matt]
4/09/2025 10:18:55 [Project.Server.ServerThread] (INFO):
 Thread[2]: Sending to client: Payload[MESSAGE] Client Id [0] Mess
e: [Room[lobby] You joined the room]
4/09/2025 10:18:55 [Project.Server.Server] (INFO):
```

tdc28, 04/09/2025 - connection 2



tdc28, 04/09/2025 - connection 3

```
            info(message:"Client connected");
            // wrap socket in a ServerThread, pass a callback to notify the Server when
            // they're initialized
            ServerThread serverThread = new ServerThread(incomingClient, this::onServerThreadInitialized);
            // start the thread (typically an external entity manages the lifecycle and we
            // don't have the thread start itself)
            serverThread.start();
            // Note: We don't yet add the ServerThread reference to our connectedClients map
        } catch (IO while (!isRunning)
```

tdc28, 04/09/2025 - snippet 1

```
// add initialized client to the lobby
info(String.format(format:"%s initialized", serverThread.getDisplayName()));
try {
    joinRoom(Room.LOBBY, serverThread);
    info(String.format(format:"%s added to Lobby+", serverThread.getDisplayName()));
} catch (RoomNotFoundException e) {
    info(String.format(format:"Error adding %s to Lobby+", serverThread.getDisplayName()));
    e.printStackTrace();
```

tdc28, 04/09/2025 - snippet 2

```
+ Relays the message from the sender to all rooms
= Adding the synchronized keyword ensures that only one thread can execute
+ these methods at a time,
= preventing concurrent modification issues and ensuring thread safety
+
= @param message
+ @param sender  ServerThread (client) sending the message or null if it's a
=               server-generated message
*/
private synchronized void relayToAllRooms(ServerThread sender, String message) {
    // Note: any desired changes to the message must be done before this line
    String senderString = sender == null ? "Server" : sender.getDisplayName();
    // Note: formattedMessage must be final (or effectively final) since outside
    // scope can't changed inside a callback function (see removeIf() below)
    final String formattedMessage = String.format(format:"%s: %s", senderString, message);
    // end temp identifier
```

Section #3: (2 pts.) Feature: Server Will Implement The Concept Of Rooms (With The Default Being "l obby")

Task #1 (2 pts.) - Evidence

Combo Task:

Weight: *100%*
Objective: *Evidence*

Image Prompt

Weight: *50%*

Details:

- Show the terminal output of rooms being created, joined, and removed (server-side)
- Show the relevant snippets of code that handle room management (create, join, leave, remove) (server-side)

```
 *
 * @param name Unique name of the room
 * @return true if it was created and false if it wasn't
 * @throws DuplicateRoomException
 */
protected void createRoom(String name) throws DuplicateRoomException {
    final String nameCheck = name.toLowerCase();
    if (rooms.containsKey(nameCheck)) {
        throw new DuplicateRoomException(String.format("Room %s already exists", name));
    }
    Room room = new Room(name);
    rooms.put(nameCheck, room);
    totalString.format("Created new Room %s", name);
} // 0133-136 protected void createRoom(String name) throws DuplicateRoomEx...
```

tdc28, 04/09/2025 - snippet 1

```
protected void joinRoom(String name, ServerThread client) throws RoomNotFoundException {
    final String nameCheck = name.toLowerCase();
    Room next = rooms.get(nameCheck);
    next.addClient(client);
} // 0140-152 protected void joinRoom(String name, ServerThread client) thr...

protected List<String> listRooms(String roomQuery) {
    final String nameCheck = roomQuery.toLowerCase();
    return rooms.values().stream()
            .filter(room -> room.getName().toLowerCase().contains(nameCheck))// find partially matched rooms
            .map(Room::getName) // map room to string (name)
            .collect(Collectors.toList()); // return a mutable list
} // 0154-164 protected List<String> listRooms(String roomQuery)

protected void removeRoom(Room room) {
    rooms.remove(room.getName().toLowerCase());
    info(String.format("Removed room %s", room.getName()));
}
```

tdc28, 04/09/2025 - snippet 2

```
trinitychatmongmac tdc28-it114-002 % ./run.sh Project.Server
04/09/2025 22:28:51 [Project.Server.Server] (INFO):
> Server Starting
04/09/2025 22:28:51 [Project.Server.Server] (INFO):
> Server: Listening on port 3000
04/09/2025 22:28:51 [Project.Server.Room] (INFO):
= Room[lobby]: Created
04/09/2025 22:28:51 [Project.Server.Server] (INFO):
> Server: Created new Room lobby
04/09/2025 22:28:51 [Project.Server.Server] (INFO):
> Server: Waiting for next client
```

tdc28, 04/09/2025 - terminal ss 1

```
trinitychatmongmac tdc28-it114-002 % ./run.sh Project.Server
04/09/2025 22:28:51 [Project.Server.Server] (INFO):
> Server Starting
04/09/2025 22:28:51 [Project.Server.Server] (INFO):
> Server: Listening on port 3000
04/09/2025 22:28:51 [Project.Server.Room] (INFO):
= Room[lobby]: Created
04/09/2025 22:28:51 [Project.Server.Server] (INFO):
> Server: Created new Room lobby
04/09/2025 22:28:51 [Project.Server.Server] (INFO):
> Server: Waiting for next client
04/09/2025 22:30:07 [Project.Server.ServerThread] (INFO):
= Thread[-1]: Client connected
04/09/2025 22:30:07 [Project.Server.ServerThread] (INFO):
> Thread[-1]: Received from my client: Payload[CLIENT_CONNECT] Client Id [0] Message: [null] ClientName: [Trinity]
> Server: Waiting for next client
04/09/2025 22:30:07 [Project.Server.ServerThread] (INFO):
> Thread[-1]: Sending to client: Payload[CLIENT_ID] Client Id [1] Message: [null] ClientName: [Trinity]
= Server: Trinity#1 initialized
04/09/2025 22:30:07 [Project.Server.ServerThread] (INFO):
> Thread[1]: Sending to client: Payload[ROOM_JOIN] Client Id [-1] Message: [null] ClientName: [null]
04/09/2025 22:30:07 [Project.Server.ServerThread] (INFO):
> Thread[1]: Sending to client: Payload[ROOM_JOIN] Client Id [1] Message: [null] ClientName: [Trinity]
04/09/2025 22:30:07 [Project.Server.ServerThread] (INFO):
= Thread[1]: Sending to client: Payload[MESSAGE] Client Id [0] Message: [Room[lobby] You joined the room]
04/09/2025 22:30:07 [Project.Server.Server] (INFO):
> Server: Trinity#1 added to Lobby#
```

tdc28, 04/09/2025 - terminal ss 2

```
04/09/2025 23:10:02 [Project.Server.ServerThread] (INFO):
> Thread[1]: Received from my client: Payload[DISCONNECT] Client Id [0] Message: [null]
04/09/2025 23:10:02 [Project.Server.Room] (INFO):
> Room[lobby]: sending message to 0 recipients: Room[lobby]: Trinity#1 disconnected
04/09/2025 23:10:02 [Project.Server.ServerThread] (INFO):
= Thread[1]: Thread being disconnected by server
04/09/2025 23:10:02 [Project.Server.ServerThread] (INFO):
> Thread[1]: ServerThread cleanup() start
04/09/2025 23:10:02 [Project.Server.ServerThread] (INFO):
```

tdc28,04/09/2025 - terminal ss 3

Section #4: (1 pt.) Feature: Client Can Be Started Via The Command Line

Task #1 (1 pt.) - Evidence

Combo Task:

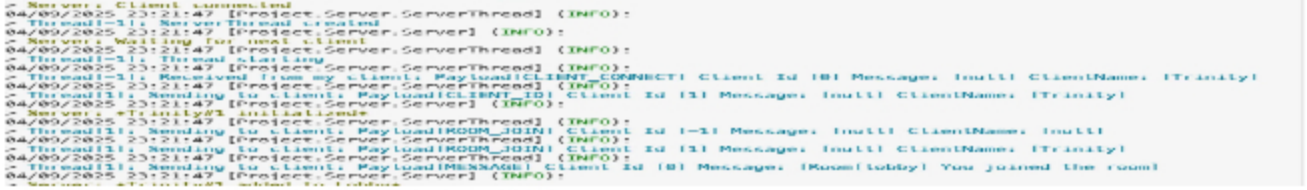
Weight: *100%*
Objective: *Evidence*

Image Prompt

Weight: *50%*

Details:

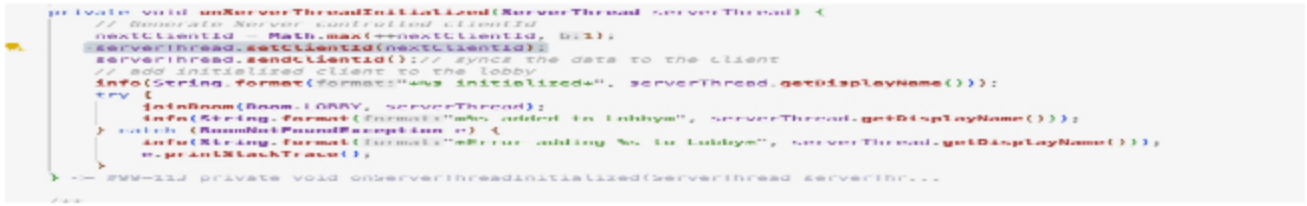
- Show the terminal output of the /name and /connect commands for each of 3 clients (best to use the split terminal feature)
- Output should show evidence of a successful connection
- Show the relevant snippets of code that handle the processes for /name, /connect, and the confirmation of being fully setup/connected



tdc28, 04/09/2025 - terminal ss 1

```
04/09/2025 23:21:37 [Project.Client.Client] (INFO):
> Client starting
04/09/2025 23:21:37 [Project.Client.Client] (INFO):
> Waiting for input
/name Trinity
04/09/2025 23:21:41 [Project.Client.Client] (INFO):
> Name set to Trinity
/connect localhost:3000
04/09/2025 23:21:47 [Project.Client.Client] (INFO):
> Client connected
04/09/2025 23:21:47 [Project.Client.Client] (INFO):
> Connected
04/09/2025 23:21:47 [Project.Client.Client] (INFO):
> Room[lobby] You joined the room
HELLOOOOOO EARTHLINGS
04/09/2025 23:21:57 [Project.Client.Client] (INFO):
> Trinity#1: HELLOOOOOO EARTHLINGS
```

tdc28, 04/09/2025 - terminal ss2



tdc28, 04/09/2025 - snippet of code 1

tdc28, 04/09/2025 - snippet of code 2

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Text Prompt

Weight: *50%*

Details:

- Briefly explain how the /name and /connect commands work and the code flow that leads to a successful connection for the client

Section #5: (2 pts.) Feature: Client Can Create/j oin Rooms

Task #1 (2 pts.) - Evidence

Combo Task:

Weight: *100%*
Objective: *Evidence*

Image Prompt

Weight: *50%*

Details:

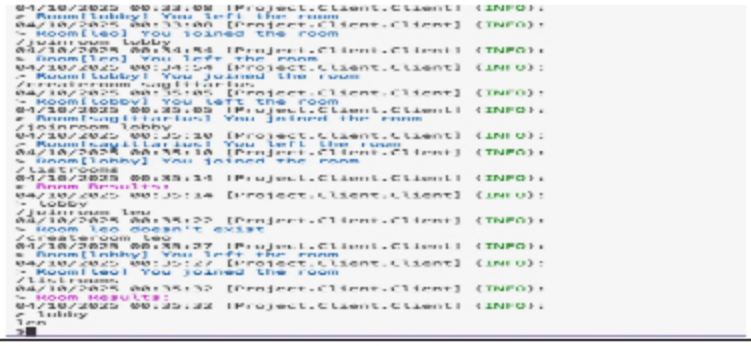
- Show the terminal output of the /createroom and /joinroom
- Output should show evidence of a successful creation/join in both scenarios
- Show the relevant snippets of code that handle the client-side processes for room creation and joining

```
> Connected
04/09/2025 23:56:06 [Project.Client.Client] (INFO):
> Room[lobby] You joined the room
/createroom leo
04/09/2025 23:56:12 [Project.Client.Client] (INFO):
> Room[lobby] You left the room
04/09/2025 23:56:12 [Project.Client.Client] (INFO):
> Room[leo] You joined the room
/createroom sagittarius
04/09/2025 23:56:37 [Project.Client.Client] (INFO):
> Room[leo] You left the room
04/09/2025 23:56:37 [Project.Client.Client] (INFO):
> Room[sagittarius] You joined the room
/joinroom leo
04/09/2025 23:57:35 [Project.Client.Client] (INFO):
> Room leo doesn't exist
yes it does
04/09/2025 23:57:55 [Project.Client.Client] (INFO):
> Trinity#2: yes it does
lol
04/09/2025 23:57:57 [Project.Client.Client] (INFO):
> Trinity#2: lol
```

tdc28, 04/09/2025 - terminal /joinroom & /createroom

tdc28, 04/09/2025 - /createroom code

tdc28,04/09/2025 - /joinroom code



tdc28,04/09/2025 - /joinroom, /createroom terminal pt.2

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Text Prompt

Weight: *50%*

Details:

Section #6: (1 pt.) Feature: Client Can Send

Messages

Task #1 (1 pt.) - Evidence

Combo Task:

Weight: *100%*
Objective: *Evidence*

Image Prompt

Weight: *50%*

Details:

- Show the terminal output of a few messages from each of 3 clients
- Include examples of clients grouped into other rooms
- Show the relevant snippets of code that handle the message process from client to server-side and back

```
04/10/2025 00:47:13 [Project.Client.Client] (INFO):
> Name set to jeanette
/connect localhost:3000
04/10/2025 00:47:19 [Project.Client.Client] (INFO):
* Client connected
04/10/2025 00:47:19 [Project.Client.Client] (INFO):
> Connected
04/10/2025 00:47:19 [Project.Client.Client] (INFO):
> Room[lobby] You joined the room
ive arrived
04/10/2025 00:47:23 [Project.Client.Client] (INFO):
* jeanette#4: ive arrived
04/10/2025 00:47:40 [Project.Client.Client] (INFO):
> Room[lobby] Trinity#3 joined the room
04/10/2025 00:47:48 [Project.Client.Client] (INFO):
> Trinity#3: /youve arrived? finally
04/10/2025 00:47:52 [Project.Client.Client] (INFO):
> Trinity#3: where the other guy
04/10/2025 00:48:45 [Project.Client.Client] (INFO):
> Room[lobby] leonardo da vinci#5 joined the room
04/10/2025 00:48:53 [Project.Client.Client] (INFO):
> leonardo da vinci#5: oui oui i have arrived
04/10/2025 00:49:15 [Project.Client.Client] (INFO):
> leonardo da vinci#5: my name is leonardo, i am a rennaissance man
```

tdc28,04/09/2025 - terminal msgs

```
04/10/2025 00:32:59 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[ROOM_LEAVE] Client Id [3] Message: [null] ClientName: [Trinity]
04/10/2025 00:32:59 [Project.Server.ServerThread] (INFO):
Thread[2]: Sending to client: Payload[MESSAGE] Client Id [0] Message: [Room[lobby] Trinity#3 left the room]
04/10/2025 00:32:59 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[ROOM_LEAVE] Client Id [3] Message: [null] ClientName: [Trinity]
04/10/2025 00:32:59 [Project.Server.ServerThread] (INFO):
Thread[2]: Sending to client: Payload[MESSAGE] Client Id [0] Message: [Room[lobby] Trinity#3 left the room]
04/10/2025 00:33:09 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[ROOM_JOIN] Client Id [-1] Message: [null] ClientName: [null]
04/10/2025 00:33:09 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[ROOM_JOIN] Client Id [3] Message: [null] ClientName: [Trinity]
04/10/2025 00:33:09 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[MESSAGE] Client Id [0] Message: [Room[lobby] You joined the room]
Thread[3]: Received from my client: Payload[HPFSACF] Client Id [0] Message: [hiiii]
04/10/2025 00:53:01 [Project.Server.Room] (INFO):
Room[lobby]: sending message to 3 recepients: Trinity#3: hiiii
04/10/2025 00:53:01 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[HPFSACF] Client Id [0] Message: [Trinity#3: hiiii]
04/10/2025 00:53:20 [Project.Server.ServerThread] (INFO):
Thread[3]: Received from my Client: Payload[ROOM CHLAIL] Client Id [0] Message: [pisces]
04/10/2025 00:53:28 [Project.Server.Room] (INFO):
Room[pisces] Created
04/10/2025 00:53:28 [Project.Server.Server] (INFO):
Server: Created new Room pisces
04/10/2025 00:53:28 [Project.Server.Server] (INFO):
Server: Removing client from previous Room lobby
04/10/2025 00:53:28 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[ROOM_LEAVE] Client Id [3] Message: [null] ClientName: [leonardo da vinci]
04/10/2025 00:53:28 [Project.Server.ServerThread] (INFO):
Thread[2]: Sending to client: Payload[MESSAGE] Client Id [0] Message: [Room[lobby] You left the room]
04/10/2025 00:53:28 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[ROOM_JOIN] Client Id [-1] Message: [null] ClientName: [null]
04/10/2025 00:53:28 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[ROOM_JOIN] Client Id [3] Message: [null] ClientName: [leonardo da vinci]
04/10/2025 00:53:28 [Project.Server.ServerThread] (INFO):
Thread[3]: Sending to client: Payload[HPFSACF] Client Id [0] Message: [Room[pisces] You joined the room]
```

tdc28,04/09/2025 - clients grouped into other rooms pt.1

```
04/10/2025 00:55:15 [Project.Client.Client] (INFO):
> Room[lobby] You joined the room
/createroom aries
04/10/2025 00:55:24 [Project.Client.Client] (INFO):
> Room[lobby] You left the room
04/10/2025 00:55:24 [Project.Client.Client] (INFO):
> Room[aries] You joined the room
hiiii
04/10/2025 00:55:26 [Project.Client.Client] (INFO):
> Trinity#6: hiiiii
```

tdc28,04/09/2025 - example of client in other rooms pt.2

```
04/10/2025 00:52:38 [Project.Client.Client] (INFO):
> Room[lobby] You left the room
04/10/2025 00:52:38 [Project.Client.Client] (INFO):
> Room[leo] You joined the room
hi
04/10/2025 00:52:43 [Project.Client.Client] (INFO):
> jeanette#4: hi
```

tdc28,04/09/2025 - example of client in other rooms pt.3

```
04/10/2025 00:48:45 [Project.Client.Client] (INFO):
> Room[lobby] You joined the room
oui oui i have arrived
04/10/2025 00:48:53 [Project.Client.Client] (INFO):
> leonardo da vinci#5: oui oui i have arrived
my name is leonardo, i am a rennaissance man
04/10/2025 00:49:15 [Project.Client.Client] (INFO):
> leonardo da vinci#5: my name is leonardo, i am a rennaissan
ce man
04/10/2025 00:52:38 [Project.Client.Client] (INFO):
> Room[lobby] jeanette#4 left the room
04/10/2025 00:52:59 [Project.Client.Client] (INFO):
> Room[lobby] Trinity#3 left the room
/createroom pisces
04/10/2025 00:53:28 [Project.Client.Client] (INFO):
> Room[lobby] You left the room
04/10/2025 00:53:28 [Project.Client.Client] (INFO):
> Room[pisces] You joined the room
boom boom boom boom boom
04/10/2025 00:59:42 [Project.Client.Client] (INFO):
> leonardo da vinci#5: boom boom boom boom boom
```

tdc28,04/09/2025 - example of client in different rooms pt.4

```
*/
private synchronized void relayToAllRooms(ServerThread sender, String message) {
    // Note: any desired changes to the message must be done before this line
    String senderString = sender == null ? "Server" : sender.getDisplayName();
    // Note: formattedMessage must be final (or effectively final) since outside
    // scope can't changed inside a callback function (see removeIf() below)
    final String formattedMessage = String.format(format:"%s: %s", senderString, message);
    // end temp identifier

    // loop over rooms and send out the message
    // Note: this uses a lambda expression for each item in the values() collection

    rooms.values().forEach(room -> {
        room.relay(sender, formattedMessage);
    });
} -- #1100-1194 private synchronized void relayToAllRooms(ServerThread sender...

/**
 * Used to send a message to all Rooms.
```

Section #7: (1 pt.) Feature: Disconnection

Task #1 (1 pt.) - Evidence

Combo Task:

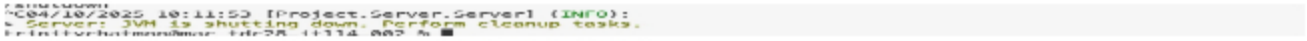
Weight: *100%*
Objective: *Evidence*

Image Prompt

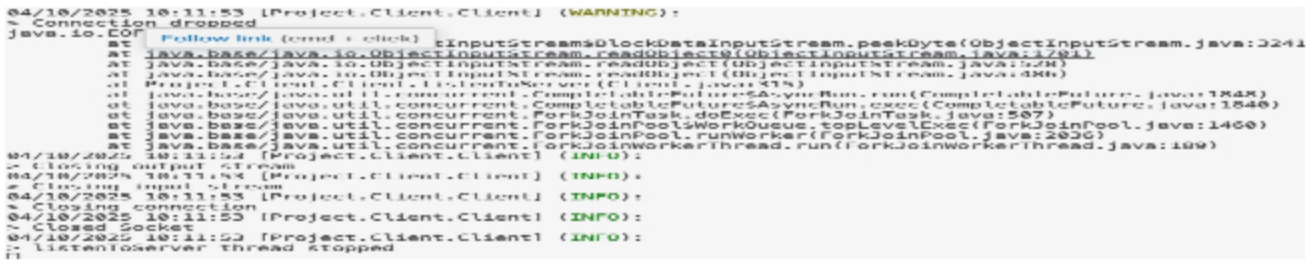
Weight: *50%*

Details:

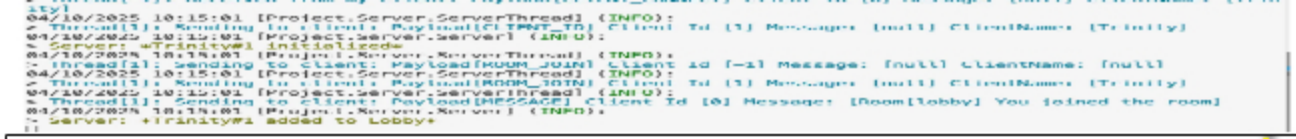
- Show examples of clients disconnecting (server should still be active)
- Show examples of server disconnecting (clients should be active but disconnected)
- Show examples of clients reconnecting when a server is brought back online
- Examples should include relevant messages of the actions occuring
- Show the relevant snippets of code that handle the client-side disconnection process
- Show the relevant snippets of code that handle the server-side termination process



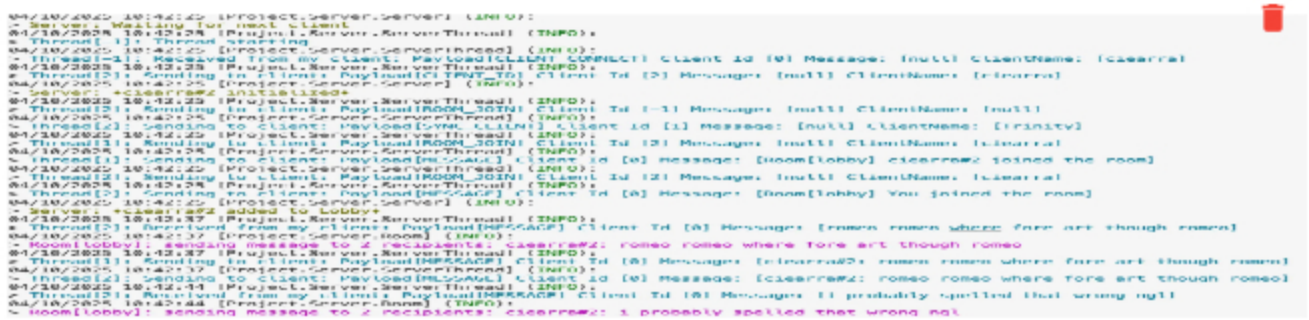
tdc28,04/09/2025 - server shutting down ss1



tdc28,04/09/2025 - server shutting down ss 2



tdc28,04/09/2025 - client reconnecting ss 1



tdc28,04/09/2025 - client reconnecting pt.2

tdc28, 04/09/2025 - client disconnect ss1

Section #8: (1 pt.) Misc

Task #1 (0.25 pts.) - Show the proper workspace structure with the

Image Prompt

Weight: *25%*
Objective: *Show the proper workspace structure with the new Client, Common, Server, and Exceptions packages*

tdc28, 04/09/2025 - ss1

Task #2 (0.25 pts.) - Github Details

Combo Task:

Weight: *25%*
Objective: *Github Details*

Image Prompt

Weight: *60%*

Details:
From the Commits tab of the Pull Request screenshot the commit history

tdc28, 04/10/2025 - commits

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Url Prompt

Weight: *40%*

Details:
Include the link to the Pull Request (should end in `/pull/#`)

URL #1
https://github.com/trinitydessyna/tdc28-it114-0025

URL
https://github.com/trinitydessyna/t

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Task #3 (0.25 pts.) - WakaTime - Activity

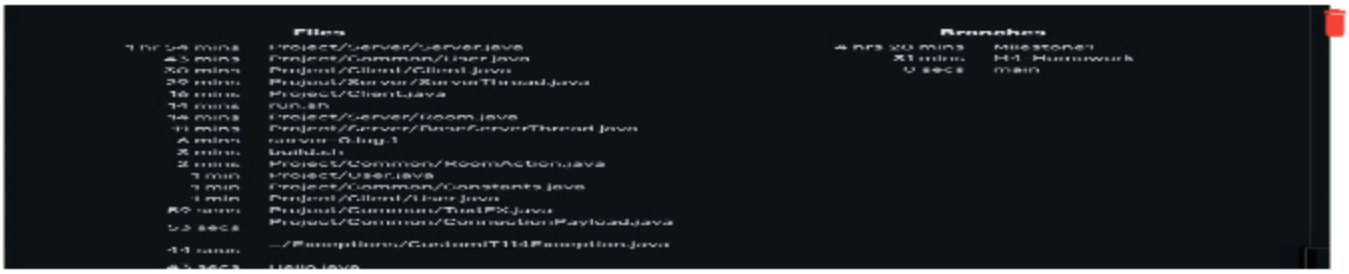
Image Prompt

Weight: *25%*
Objective: *WakaTime - Activity*

Details:

- Visit the WakaTime.com Dashboard
- Click `Projects` and find your repository
- Capture the overall time at the top that includes the repository name
- Capture the individual time at the bottom that includes the file time
- Note: The duration isn't relevant for the grade and the visual graphs aren't necessary

tdc28, 04/10/2025 - wakatime ss1



Task #4 (0.25 pts.) - Reflection

Weight: *25%*
Objective: *Reflection*

Sub-Tasks:

Task #1 (0.33 pts.) - What did you learn?

Text Prompt

Weight: *33.33%*
Objective: *What did you learn?*

Details:
Briefly answer the question (at least a few decent sentences)

Your Response:

I learned how to identify what different pieces of code do. I also learned how to essentially create a chatroom (granted, I still have to learn how to code each file it takes to do so) and how to run the entire "Project".

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Task #2 (0.33 pts.) - What was the easiest part of the assign

Text Prompt

Weight: *33.33%*
Objective: *What was the easiest part of the assignment?*

Details:
Briefly answer the question (at least a few decent sentences)

Your Response:

The easiest part of the assignment was honestly screenshotting the snippets of code and the terminal, adding comments to the screenshots, and then publishing them here.

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Task #3 (0.33 pts.) - What was the hardest part of the assign

Text Prompt

Weight: *33.33%*
Objective: *What was the hardest part of the assignment?*

Details:
Briefly answer the question (at least a few decent sentences)

Your Response:

The hardest part was identifying which parts of the code needed to be screenshotted. As someone who is still kind of new to learning Java, everything looked somewhat the same to me, and it took me reading the code over and over again and even searching up which part meant what to be able to identify which part was which and what it did.

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