Notes for final dissertation

NIO VS IO JAVA SERVERS

Threads used, scalability

IO chosen as not intended to be played by 10000+ users

NIO would be used if such ambitions existed

Non blocking unnecessary, nor selector

Not using GCM/android studio backend in order to have greater control

* Problems -> had to create separate tests for both client and server, not integrated between the 2 if had used android studio in built backend