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/*
    MODULE: modelControl.h

    PURPOSE: Main controller

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*/

#ifndef _CONTROL_H_
#define _CONTROL_H_

#include <windows.h>
#include "serial.h"
#include "Buffer.h"

class Model {
    enum { TEXT_SIZE = 20 };
public:
    Model(char const * str) {
        DisplayText(str);
        _text[TEXT_SIZE] = '\0';
    }

    void DisplayText(char const * str) {
        strncpy_s(_text, str, TEXT_SIZE);
    }

    char const * GetText() const { return _text; }
    int GetLen() const { return (int)strlen(_text); }

private:
    char _text[TEXT_SIZE + 1];
};

class Controller {
public:
    Controller(HWND hWnd, CREATESTRUCT * pCreate, Serial *serial, Buffer *buffer);
    ~Controller();
    static DWORD WINAPI TimerThread(PVOID pVoid);
    void Size(int x, int y);
    void Paint();
    void Command(int cmd);
    void CreateChatWindow();
    void PopulateCOMPorts();
    void SendText();
};
```

```
void DisplayReceivedText(std::string);
void DisplaySentText(std::string);
void ClearText(HWND);
void ToggleConnect();
void ToggleSending();
void ToggleReceiving();

BOOL        _fConnected;
WORD        _wSeconds;
HWND        _hWndChat;
private:
    PAINTSTRUCT _paint;
    HWND        _hWnd;
    Model        _model;
    Serial *    _serial;
    Buffer *     _buffer;
    TCHAR        _szPort[10];
};

#endif
```