

Edit user info	Admin user makes request to edit users' info	C → S	10	Email	Name	admin boolean 1/0	Password of non-admins and client's own					
Add a user	Admin user makes request to add a user	C → S	11a	Email	Name	admin boolean 1/0	Password if new user is admin					
Delete a user	Admin user makes request to delete a user	C → S	11b	Email								
Update all users info	Admin user has made request to update users' info	S → C	12	Email	Name	admin boolean 1/0	Password of non-admins			"next" / "null" next = from Data1		
Request log	User makes request to receive log	C → S	13									
Receive log	User has made request to receive log	S → C	14	Timestamp	Log	"next" / "null" next = from Data1						
Exception message	User request has failed	S → C	15	Exception message								
Logout	User has requested logout	C → S	16									
Connection fail	Client lost connection with server	C → C Thread communication	17									

Commands are separated by colon
 Purple = Instance variables of the referred object(s)

Examples

Update a gadgets' state (C → S) example: " 3:1:1"
 Above: Client requests a lamp to turn on.

Notes

- Naming users/gadgets should not allow colon (":").
- Server already knows the systemID of each active clients, from which it receives requests, so sending systemID to server is redundant.