

# User Module Documentation

## Overview

The `User` module is responsible for managing user information in the messaging application. It includes basic user data, profile, settings, and a list of contacts. It also provides JSON serialization and deserialization for storage or client-server communication.

This module is used for:

- Storing and retrieving user information
- Managing the user's contacts
- Providing user data in JSON format
- Validating user information

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## Classes and Structures

### Class `User`

#### Attributes:

Name	Type	Description
<code>id</code>	<code>std::string</code>	Unique user identifier
<code>email</code>	<code>std::string</code>	User email
<code>username</code>	<code>std::string</code>	Username
<code>passwordHash</code>	<code>std::string</code>	Password hash
<code>customUrl</code>	<code>std::string</code>	Custom URL for the user
<code>profile</code>	<code>Profile</code>	User profile information
<code>settings</code>	<code>Settings</code>	User settings
<code>contacts</code>	<code>std::vector&lt;Contact&gt;</code>	List of user contacts

#### Methods:

#### Getters and Setters

- `getId()` / `setId(id)` – Get or set the user ID
- `getEmail()` / `setEmail(email)` – Get or set the email
- `getUsername()` / `setUsername(username)` – Get or set the username
- `getPasswordHash()` / `setPasswordHash(passwordHash)` – Get or set the password hash
- `getCustomUrl()` / `setCustomUrl(customUrl)` – Get or set the custom URL
- `getProfile()` / `setProfile(profile)` – Get or set the profile
- `setProfileFromJson(json)` – Set profile from a JSON string
- `getSettings()` / `setSettings(settings)` – Get or set settings
- `setSettingsFromJson(json)` – Set settings from a JSON string
- `getContacts()` / `setContacts(contacts)` – Get or set the list of contacts
- `addContact(contact)` – Add a new contact

## JSON

- `toJson()` – Convert the entire user information to JSON
- `fromJson(jsonStr)` – Load user information from a JSON string
- `fromJson(json)` – Load user information from a `nlohmann::json` object

## Validation

- `isValid()` – Check if the essential user information (id, email, username, passwordHash) is complete

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## Structure `Contact`

### Attributes:

Name	Type	Description
<code>id</code>	<code>std::string</code>	Contact ID
<code>name</code>	<code>std::string</code>	Contact name

### Methods:

- `toJson()` – Convert the contact to JSON
- `fromJson(j)` – Load the contact from JSON

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## Usage Example

```
User user;
user.setId("123");
user.setUsername("Ali");
user.setEmail("ali@example.com");
user.setPasswordHash("hashed_password");

// Adding a contact
User::Contact contact;
contact.id = "456";
contact.name = "Sara";
user.addContact(contact);

// Convert to JSON
std::string jsonStr = user.toJson();

// Load from JSON
User newUser;
newUser.fromJson(jsonStr);
```

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## Dependencies

- `nlohmann/json.hpp` for JSON handling
- `Profile.h` for user profile
- `Settings.h` for user settings

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## Development Notes

- The `fromJson` method silently ignores errors for invalid JSON input.
- The `isValid` method only performs basic checks and does not validate email format or password strength.
- The `Contact` class is nested within `User` and contains only basic contact information.