1. User log in
2. User without account: registration

{‘type’: 0, ‘name’: username, ‘msg’: password}

1. User with account: just log in

{‘type’: 1, ‘name’: username, ‘msg’:password}

1. Server Reaction:

If registering successfully, return {‘state’: 1, ‘msg’: trivial message, such as padded zeros, can be ignored}

If registering fails, return {‘state’: 0, ‘msg’: username has been registered / maybe other errors}

If logging in successfully, return {‘state’: 1, ‘msg’: trivial message, such as padded zeros, can be ignored}

If logging fails, return {‘state’: 0, ‘msg’: wrong password / maybe other errors}

2. User sends message to another:

{‘type’: 2, ‘name’: the receiver’s name, ‘msg’: the message you want to send}

1. Server Reaction:

If sending successfully, return return {‘state’: 1, ‘msg’: trivial message, such as padded zeros, can be ignored}

Otherwise, return {‘state’: 0, ‘msg’: network disconnected / maybe other errors}