**JSON消息码：**

//JSON消息码，一共七个

public enum MSG\_Type

{

SEND\_login, SEND\_patient\_basic, SEND\_patient\_sign,

REQUEST\_queue,

DELETE\_patient, MOVE\_patient, ADD\_patient

}

**消息类：**

//Type0：发送登陆信息

public class SEND\_login

{

public User user { get; set; }

MSG\_Type msg\_type = MSG\_Type.SEND\_login;

}

//Type1：发送病人基本信息

public class SEND\_patient\_basic

{

public PatientBasic patient\_basic { get; set; }

MSG\_Type msg\_type = MSG\_Type.SEND\_patient\_basic;

}

//Type2：发送病人体征

public class SEND\_patient\_sign

{

public PatientSign patient\_sign { get; set; }

MSG\_Type msg\_type = MSG\_Type.SEND\_patient\_sign;

}

//Type3：请求队列

public class REQUEST\_queue

{

QueueType queuetype;

MSG\_Type msg\_type = MSG\_Type.REQUEST\_queue;

}

//Type4：删除病人

public class DELETE\_patient

{

PatientBasic patient\_basic { get; set; }

QueueType from { get; set; }

MSG\_Type msg\_type = MSG\_Type.DELETE\_patient;

}

//Type5：移动病人从队列到队列

public class MOVE\_patient

{

PatientBasic patient\_basic { get; set; }

MSG\_Type msg\_type = MSG\_Type.MOVE\_patient;

QueueType from { get; set; }

QueueType to { get; set; }

}

//Type6：添加病人到队列

public class ADD\_patient

{

PatientBasic patient\_basic { get; set; }

MSG\_Type msg\_type = MSG\_Type.ADD\_patient;

QueueType to { get; set; }

}

**数据类型：**

//用户

public class User

{

string username;

string password;

}

//病人基本信息

public class PatientBasic

{

string name { get; set; }

int id { get; set; }

sextype sex { get; set; }

int age { get; set; }

}

//病人病症

public class PatientSign

{

int height { get; set; }

int weight { get; set; }

int temperature { get; set; }

string breath { get; set; }

int pulse { get; set; }

int blood\_pressure { get; set; }

string illness\_description { get; set; }

int blood\_sugar { get; set; }

}

//队列中的每一行

public class QueueRow

{

public int serial\_no { get; set; }

public PatientBasic pb { get; set; }

public DateTime Register\_time { get; set; }

public DateTime Report\_time { get; set; }

}

//整个队列（包括队列的类型）

public class queue

{

public QueueType queuetype { get; set; }

public List<QueueRow> list { get; set; }

}

**前端接口使用说明：**

using BLL.Setting;

using BLL.Network;

public ConnectionSetting \_setting;

public partial class ListWindow() : Window

{

IPAddress newIp = "168.192.1.1";

int newRemotePort = "5000";

int newLocalPort = "2000";

var \_setting = ConnectionSetting(newIp, newRemotePort, newLocalPort);

}

public partial class onButtonClick() {

var nw = NetworkWorker(cs);

/\*随便定义一个前面的消息类XXX\*/

nw.Send\_action (nw ,XXX);

Thread thread = new Thread(new ThreadStart(nw.Receiver));

Dispatcher.Invoke(new Action(() =>

{

thread.Start();

}));

}