

## Protocol Teams

Success code between 100 and 199

Success code client between 200 and 299

Print code client between 300 and 399

Failed code client between 400 and 499

Error code between 500 and 599

100 -> /help : show help

200 -> /login["user\_name"] : set the user\_name used by client

### Server side

- server\_event\_user\_created(char const \*user\_uuid, char const \*user\_name)
- server\_event\_user\_logged\_in(char const \*user\_uuid)

### Client side

- client\_event\_logged\_in(char const \*user\_uuid, const char \*user\_name)

Everything except /login

IF Failed 401 - client\_error\_unauthorized(void)

201 -> /logout : disconnect the client from the server

### Server side

- server\_event\_user\_logged\_out(char const \*user\_uuid)

### Client side

- client\_event\_logged\_out(char const \*user\_uuid, const char \*user\_name)

300 -> /users : get the list of all users that exist on the domain

### Client side

- client\_print\_users(char const \*user\_uuid, char const \*user\_name, int user\_status)

301 -> /user["user\_uuid"] : get information about a user

### Client side

- client\_print\_user(char const \*user\_uuid, char const \*user\_name, int user\_status)

IF Failed 402 - client\_error\_unknown\_user(char const \*user\_uuid)

202 -> /send["user\_uuid"]["message\_body"]: send a message to a user

Server side

- server\_event\_private\_message\_sended(char const \*sender\_uuid, char const \*receiver\_uuid, char const \*message\_body)

Client side

- client\_event\_private\_message\_received(char const \*user\_uuid, char const \*message\_body)

IF Failed 402 - client\_error\_unknown\_user(char const \*user\_uuid)

302 -> /messages["user\_uuid"] : list all messages exchanged with a user

Client side

- client\_private\_message\_print\_messages(char const \*sender\_uuid, time\_t message\_timestamp, char const \*message\_body)

IF Failed 402 - client\_error\_unknown\_user(char const \*user\_uuid)

203 -> /subscribe ["team\_uuid"] : subscribe to the event of a team and its sub directories (enable reception of all events from a team)

Server side

- server\_event\_user\_subscribed(char const \*team\_uuid, char const \*user\_uuid)

Client side

- client\_print\_subscribed(char const \*user\_uuid, char const \*team\_uuid)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

303/304 -> /subscribed?["team\_uuid"] : list all subscribed teams or list all users subscribed to a team

Client side

- client\_print\_users(char const \*user\_uuid, char const \*user\_name, int user\_status)
- client\_print\_teams(char const \*team\_uuid, char const \*team\_name, char const \*team\_description)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

204 -> /unsubscribe["team\_uuid"] : unsubscribe from a team

Server side

- server\_event\_user\_unsubscribed(char const \*team\_uuid, char const \*user\_uuid)

Client side

- client\_print\_unsubscribed(char const \*user\_uuid, char const \*team\_uuid)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

*“/create : based on what is being used create the sub resource (see below)”*

*“/list : based on what is being used list all the sub resources (see below)”*

*“/info : based on what is being used list the current (see below)”*

## Team

*When the context is not defined (/use)*

305 -> /create[“team\_name”][“team\_description”] : create a new team

### Server side

- server\_event\_team\_created(char const \*team\_uuid, char const \*team\_name, char const \*user\_uuid)

### Client side

- client\_event\_team\_created(char const \*team\_uuid, char const \*team\_name, char const \*team\_description)

- client\_print\_team\_created(char const \*team\_uuid, char const \*team\_name, char const \*team\_description)

IF Failed 400 - client\_error\_already\_exist(void)

305 -> /list : list all existing teams

### Client side

- client\_print\_teams(char const \*team\_uuid, char const \*team\_name, char const \*team\_description)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

309 -> /info : display currently logged user infos

### Client side

- client\_print\_user(char const \*user\_uuid, char const \*user\_name, int user\_status)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

## Channel

*When team\_uuid is defined (/use "team\_uuid")*

206 -> /create["channel\_name"]["channel\_description"] : create a new channel

### Server side

- server\_event\_channel\_created(char const \*team\_uuid, char const \*channel\_uuid, char const \*channel\_name)

### Client side

- client\_event\_channel\_created(char const \*channel\_uuid, char const \*channel\_name, char const \*channel\_description)
- client\_print\_channel\_created(char const \*channel\_uuid, char const \*channel\_name, char const \*channel\_description)

IF Failed 400 - client\_error\_already\_exist(void)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

306 -> /list : list all existing channels

### Client side

- client\_team\_print\_channels(char const \*channel\_uuid, char const \*channel\_name, char const \*channel\_description)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

IF Failed 404 - client\_error\_unknown\_channel(char const \*channel\_uuid)

310 -> /info : display currently selected team infos

### Client side

- client\_print\_team(char const \*team\_uuid, char const \*team\_name, char const \*team\_description)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

IF Failed 404 - client\_error\_unknown\_channel(char const \*channel\_uuid)

## Thread

*When team\_uuid and channel\_uuid are defined (/use "team\_uuid" "channel\_uuid")*

207 -> /create["thread\_title"]["thread\_message"] : create a new thread

### Server side

- server\_event\_thread\_created(char const \*channel\_uuid, char const \*thread\_uuid, char const \*user\_uuid, char const \*thread\_title, char const \*thread\_body)

### Client side

- client\_event\_thread\_created(char const \*thread\_uuid, char const \*user\_uuid, time\_t thread\_timestamp, char const \*thread\_title, char const \*thread\_body)  
- client\_print\_thread\_created(char const \*thread\_uuid, char const \*user\_uuid, time\_t thread\_timestamp, char const \*thread\_title, char const \*thread\_body)

IF Failed 400 - client\_error\_already\_exist(void)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

IF Failed 404 - client\_error\_unknown\_channel(char const \*channel\_uuid)

307 -> /list : list all existing threads

### Client side

- client\_channel\_print\_threads(char const \*thread\_uuid, char const \*user\_uuid, time\_t thread\_timestamp, char const \*thread\_title, char const \*thread\_body)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

IF Failed 404 - client\_error\_unknown\_channel(char const \*channel\_uuid)

311 -> /info : display currently selected channel infos

### Client side

- client\_print\_channel(char const \*channel\_uuid, char const \*channel\_name, char const \*channel\_description)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

IF Failed 404 - client\_error\_unknown\_channel(char const \*channel\_uuid)

## Reply

*When team\_uuid, channel\_uuid and thread\_uuid are defined (/use "team\_uuid"  
"channel\_uuid" "thread\_uuid")*

208 -> /create["comment\_body"] : create a new reply

### Server side

- server\_event\_reply\_created(char const \*thread\_uuid, char const \*user\_uuid,  
char const \*reply\_body)

### Client side

- client\_event\_thread\_reply\_received(char const \*team\_uuid, char const  
\*thread\_uuid, char const \*user\_uuid, char const \*reply\_body)  
- client\_print\_reply\_created(char const \*thread\_uuid, char const \*user\_uuid,  
time\_t reply\_timestamp, char const \*reply\_body)

IF Failed 400 - client\_error\_already\_exist(void)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

IF Failed 404 - client\_error\_unknown\_channel(char const \*channel\_uuid)

IF Failed 405 - client\_error\_unknown\_thread(char const \*thread\_uuid)

308 -> /list : list all existing replies

### Client side

- client\_thread\_print\_replies(char const \*thread\_uuid, char const \*user\_uuid,  
time\_t reply\_timestamp, char const \*reply\_body)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

IF Failed 404 - client\_error\_unknown\_channel(char const \*channel\_uuid)

IF Failed 405 - client\_error\_unknown\_thread(char const \*thread\_uuid)

312 -> /info : display currently selected thread infos

### Client side

- client\_print\_thread(char const \*thread\_uuid, char const \*user\_uuid, time\_t  
thread\_timestamp, char const \*thread\_title, char const \*thread\_body)

IF Failed 403 - client\_error\_unknown\_team(char const \*team\_uuid)

IF Failed 404 - client\_error\_unknown\_channel(char const \*channel\_uuid)

IF Failed 405 - client\_error\_unknown\_thread(char const \*thread\_uuid)

313 -> shared informations for all clients

## Other code for errors :

500 -> Command not found

501 -> Invalid parameter