JSON vs plaintext when communicating with a server

\*\*\*\* sudo docker pull docker/getting-started \*\*\*\*

(make a super simple example)

Server that reads data, prints its size and its message

Client that sends using plaintext

Client that sends using Json

Json is like a dictionary so reading the json type will be bigger, but in the case of their being multiple different kinds of messages that can be sent, a dictionary with all the required information. Sending data with just a string is fine until there are spaces included with the messages (include part in MUD server where I iterate over loads of [i] values to make the Wall message whole, double check this isn’t stupid though, because the normal message thing might have the solution OR do (un-split message take away the first bit which is the command)) - (maybe theres a range function for this kind of thing)

Plaintext works for simple shiz, but with commands (as demonstrated in server) the text has to be split around the whitespace to be able to differentiate command from message. Another solution to this would be to send another packet which will tell you the purpose of the message, after the size of the message but before the message. At this point though, the argument “why not just use json” can be used, to save receiving something another time. es a range function for this kind of thing)