Documentation:

Send input(input)

Sends a message containing the input data to a WebSocket server, if the connection is open.

Parameters:

input (string or any): The data that needs to be sent to the WebSocket server. This is the actual user input or other relevant information.

Returns:

void: The function doesn't return any value. It performs the action of sending data to the WebSocket server.

Description:

The send Input function checks if the WebSocket connection is open and then constructs a payload containing the input data along with a command identifier. The payload is then serialized to a JSON string and sent through the WebSocket connection.

Flow:

Check if socket exists: The function ensures that the WebSocket connection (socket) is valid (i.e., not null or undefined).

Check if socket is open: It verifies that the WebSocket connection's ready State is OPEN. If the connection is not open, the message will not be sent.

Prepare payload: A payload object is created with two properties:

command: A constant string 'input', identifying the type of message.

input: The data passed as an argument to the function.

Send payload: The payload is converted into a JSON string using JSON.stringify() and then sent via socket.send().

Example:

Java script

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// Assuming 'socket' is an open WebSocket connection

const input Data = "This is my input!";

send Input(inputData);

In this example, if the WebSocket connection is open, the function will send a JSON message like:

json

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{

"command": "input",

"input": "This is my input!"

}

Errors and Edge Cases:

If the socket is not defined or is not open, the function does nothing and the input is not sent.

The function does not handle errors that might arise from socket.send() itself (e.g., connection issues after the check).