消息记录提供接口 Message, 实例类 MessageManager, 提供 Message、MessagewithOne、ChattingRecord 类中字段的 get 方法

接口 Message

```
/**

* 获取当前用户与某一好友的最近三条消息

* @param Userid --用户id

* @param Friendid --好友id

* @return 含有最多三条消息的 MessagewithOne 类

* @throws Exception 数据库连接异常

*/
public MessagewithOne LatestThreeMessagewithOne(int Userid, int Friendid) throws Exception;
/**

* 删除当前用户的全部消息记录

* @param Userid --用户id

* @return 删除操作是否成功

* @throws Exception 数据库连接异常

*/
public boolean DeleteAllMessage(int Userid) throws Exception;
/**

* 删除当前用户与某一好友的全部消息记录

* @param Userid --用户id

* @param Friendid --好友id

* @param Friendid --好友id

* @return 删除操作是否成功

* @throws Exception 数据库连接异常

*/
public boolean DeleteAllMessagewithOne(int Userid, int Friendid) throws Exception;
```

```
/**

* 删除当前用户与某一好友消息记录中 id 为 Messageid 的消息

* @param Userid --用户id

* @param Friendid --好友id

* @return 删除操作是否成功(若该记录先前己被删除仍返回 true,

* 贝有当该 Messageid 不存在时返回 false)

* @throws Exception 数据库连接异常

*/
public boolean DeleteOneMessage(int Userid, int Friendid, int Messageid) throws Exception;
```

实例类 MessageManager

```
* Message 接口的变例化
* @author Harris
* @see Message
*/
public class MessageManager implements Message{
    @Override
    public ChattingRecord AllMessage(int Userid) throws Exception{…

    public MessagewithOne AllMessagewithOne(int Userid, int Friendid) throws Exception{…

    public MessagewithOne UnreadMessagewithOne(int Userid, int Friendid) throws Exception{…

    public MessagewithOne LatestThreeMessagewithOne(int Userid, int Friendid) throws Exception{…

    public boolean DeleteAllMessage(int Userid) throws Exception{…

    public boolean DeleteAllMessagewithOne(int Userid, int Friendid) throws Exception{…

    public boolean DeleteAllMessagewithOne(int Userid, int Friendid) throws Exception{…

    public boolean DeleteOneMessage(int Userid, int Friendid, int Messageid) throws Exception{…
```

Message、MessagewithOne、ChattingRecord 类

```
/**

* 消息存储与管理,包含 Message、MessagewithOne、ChattingRecord 类

* 对成员变量提供 get 方法

* @author Harris

*/
public class Message{
    public String MessageText;
    public boolean hasread;
    public boolean valid;
    public int id;

/**

public String getMessageText(){…

/**

public String getMessageTime(){…

/**

public int getMessageTime(){…

/**

public int getMessageid(){…

/**

public boolean has_read(){…

/**

public boolean is_valid(){…

/**

public boolean is_valid(){…

/**

}
```

```
ublic class MessagewithOne{
  public Message[] ChatRecordwithOne;
   public String FriendName;
   public int FriendID;
   public int MessageNumberwithOne;
   public Message[] getChatRecordwithone(){
   public String getFriendName(){...
   public int getFriendID(){
   public int getMessageNumberwithOne(){
public class ChattingRecord{
  public MessagewithOne[] ChatRecord;
   public String UserName;
   public int UserID;
   public int MessageNumberwithAll;
   public MessagewithOne[] getChatRecord(){ ...
   public String getUserName(){...
   public int getUserID(){...
   public int getMessageNumberwithAll(){
```