my-Teams RFC SAN

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1 History

2 Introduction

2.1 client:

The client sent information is defined by a line starting with a command in uppercase letters, followed by a Space <SP>, followed by its arguments (if needed) separated by a Space <SP>, written between double-quotes, and terminated by the end-of-line code <LF>. The client command must not exceed 512 characters.

2.2 server:

The server reply is defined to contain the 3-digit code, followed by Space <SP>, followed by one line of text, a list of information for specific commands separeted by a ';' and terminated by the end-of-line code <LF>.

2.3 code:

1XX: informative reply code
2XX: notifications code
3XX: success reply code
4XX: server error
5XX: error reply code
9XX: fatal error

1. <– : Request command from client to server
2. –>: Reply from server to client
3. Arguments preceded by a '?' are not mandatory.

3 Commands

1. HELP
2. LOGIN
3. LOGOUT
4. USERS
5. USER
6. SEND
7. MESSAGES
8. SUBSCRIBE
9. SUBSCRIBED
10. UNSUBSCRIBE
11. USE
12. CREATE
13. LIST
14. INFO
15. QUIT
16. UNKNOWN

3.1 Exemple

4 Notifications

1. New Private message
2. New Channel message
3. New Thread message
4. Team created
5. Channel created
6. Thread created

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5 RFC commands

1. HELP

   Takes no argument.
   Show help, displays the different commands and their uses.

   Success:

   –> 101

2. LOGIN<SP>"username"

   Takes one argument.
   Set the username used by client.
   Connect user if it already exists, create a new one otherwise.

   Success:

   –> 102

   –> 301

   –> 302

   Errors:

   –> 501, 502, 511

3. LOGOUT

   Takes no argument.
   Disconnect the client from the server.

   Success:

   –> 303

   Errors:

   –> 503

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4. USERS

   Takes no argument.
   Get the list of all users that exist on the domain.

   Success:

   –> 311

   Errors:

   –> 501, 503

5. USER<SP>"user uuid"

   Takes a user uuid as argument.
   Get information about the user.

   Success:

   –> 312

   Errors:

   –> 501, 502, 503, 504

   –> 521

6. SEND<SP>"user uuid"<SP>"message content"

   Takes a user uuid and a message as arguments.
   Send the message to the user.

   Success:

   –> 313

   Errors:

   –> 501, 502, 503, 504

   –> 521

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7. MESSAGES<SP>"user uuid"

   Takes a user uuid as argument.
   List all messages exchanged with the user.

   Success:

   –> 314<SP>("received" or "sent")<SP>"message content" ; ... <LF>

   Errors:

   –> 501, 502, 503, 504

   –> 521

8. SUBSCRIBE<SP>"team uuid"

   Takes a team uuid as argument. Subscribe to the event of the team and its sub directories (enable reception of all events from a team).

   Success:

   –> 103

   –> 315

   Errors:

   –> 501, 502, 503, 504

   –> 522

9. SUBSCRIBED<SP>?"team uuid"

   Takes no argument or a team uuid.
   List all subscribed teams or list all users subscribed to a team.

   Success:

   –> 316

   –> 317

   Errors:

   –> 501, 503, 504

   –> 522

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10. UNSUBSCRIBE<SP>"team uuid"

    Takes a team uuid as argument.
    Unsubscribe from the team.

    Success:

–> 104

–> 318

    Errors:

–> 501, 502, 503, 504

–> 522

11. USE<SP>?"team uuid"<SP>?"channel uuid"<SP>?"thread uuid"

    Takes a context uuid as argument.
    Use specify the context team/channel/thread.

    Success:

–> 319

    Errors:

–> 501, 503, 504

–> 522, 523, 524

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12. CREATE

    Takes one or two arguments depending on the context.
    Based on what is being used create the sub resource.

    Success:

    The context is not defined:

    <SP> "team name" <SP> ? "team description"

–> 321

    Team uuid is defined:

    <SP> "channel name" <SP> ? "channel description"

–> 322

    Team uuid and channel uuid are defined:

    <SP> "thread title" <SP> ? "thread message"

–> 323

    Team uuid, channel uuid and thread uuid are defined:

    <SP> "comment body"

–> 324

    Errors:

–> 501, 503, 504

–> 512, 513

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13. LIST

Takes no argument.
Based on what is being used create the sub resource.

Success:

The context is not defined.

–> 331<SP>("team uuid"); ... <LF>

Team uuid is defined.

–> 332<SP>("channel uuid"); ... <LF>

Team uuid and channel uuid are defined.

–> 333<SP>("thread uuid"); ... <LF>

Team uuid, channel uuid and thread uuid are defined.

–> 334<SP>("replie"); ... <LF>

Errors:

–> 501, 503

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14. INFO

    Takes no argument.
    Based on what is being used create the sub resource.

    Success:

    The context is not defined.

    –> 341 <SP>"user uuid"<SP>"username" <SP>?"team uuid "<SP>?"channel uuid" <SP>"thread uuid"; ... <LF>

    Team uuid is defined.

    –> 342<SP>"team name" <SP>"team uuid" <SP>"team description"; ... <LF>

    Team uuid and channel uuid are defined.

    –> 343<SP>"channel name" <SP>"channel uuid" <SP>"channel description"); ... <LF>

    Team uuid, channel uuid and thread uuid are defined.

    –> 344<SP>"thread name" <SP>"thread uuid" <SP>"thread comment"; ... <LF>

    Errors:

    –> 501, 503

15. QUIT

    Takes no argument.
    Quit the server.

    Success:

    –> 304

    Errors:

    –> 501, 503

16. UNKNOWN

    The command does not exist.

    –> 500

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6 Exemple

<– LOGIN <SP> ”username”
–> 501 - Missing double quotes

<– LOGIN <SP> ”username”
–> 301 - User created.

<– SEND <SP> ”user uuid” <SP> ”message”
–> 313 - Message sent.

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7 RFC Notification

1. New Private Message

   Receive a user uuid and his private message.

   Return:

   –> 201<SP>(from)"uuid"<SP>(to)"uuid"<SP>"message content"<LF>

2. New Channel Message

   Receive message notification from a channel.

   Return:

   –> 202<SP>(from)"uuid"<SP>"Team uuid"<SP>"Channel uuid"<LF>

3. New Thread Message

   Receive message notification from a thread.

   Return:

   –> 202<SP>(from)"uuid"<SP>"Team uuid"<SP>"Channel uuid"<SP>"thread uuid"<LF>

4. New Team created

   Notify a team creation.

   Return:

   –> 211<SP>"Team uuid"<LF>

5. New Channel Created

   Notify a channel creation.

   Return:

   –> 212<SP>"Team uuid"<SP>"channel uuid"<LF>

6. New Thread created

   Notify a thread creation.

   Return:

   –> 213<SP>"Team uuid"<SP>"channel uuid"<SP>"thread uuid"<LF>

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8 Code

8.1 Information

- 101 - Displays the different commands and their uses.
- 102 - Already logged-in.
- 103 - Already subscribed.
- 104 - Not subscribed.

8.2 Success

8.2.1 Connection

- 301 - User created.
- 302 - User connected.
- 303 - User disconnected.
- 304 - User quit.

8.2.2 User

- 311 - List all users.
- 312 - Show user information.
- 313 - Message sent.
- 314 - List all exchanged messages
- 315 - Successfully subscribed.
- 316 - List all subscribed clients.
- 317 - List all subscribed teams.
- 318 - Successfully unsubscribed.
- 319 - New context specified.

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8.2.3 Create

- 321 - New team created.
- 322 - New channel created.
- 323 - New thread created.
- 324 - New reply created.

8.2.4 List

- 331 - List all existing teams.
- 332 - List all existing channels.
- 333 - List all existing threads.
- 334 - List all existing replies.

8.2.5 Info

- 341 - Display currently logged user infos.
- 342 - Display currently selected team infos.
- 343 - Display currently selected channel infos.
- 344 - Display currently selected thread infos.

8.2.6 Notifications

- 201 - Private message received.
- 202 - New channel message.
- 203 - New thread message.
- 211 - New Team created.
- 212 - New Channel created.
- 213 - New Thread created.

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8.3 Errors

- 501 - Missing double quotes
- 502 - Command missing arguments
- 503 - Not logged-in
- 504 - Too long command

- 511 - Already logged-in
- 512 - Already exists
- 513 - Not subscribed

- 521 - Wrong user uuid
- 522 - Wrong team uuid
- 523 - Wrong channel uuid
- 524 - Wrong thread uuid

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