Messenger Protokoll

(Legende: (< Client), (> Server))

LOGIN PROCESS: {

< connect

> send public key

< send public key

If (!account) {

> “REG:[Username][Passwort]”

< “OK:[TAG]“

} else {

> „LOG:[TAG][Passwort]“

If (Passwort != Passwort) {

< „NO“

DISCONNECT

} else {

< „YES“

}

}

}

CLIENT SEND MESSAGE: {

< “MSG:[TAG][DATA]”

If (okay)

> “OK”

Else {

> “NO”

Goto start

}

}

SERVER RECIEVE MESSAGE: {

< „MSG:[TAG]DATA]“

If (okay)

> “OK”

Else {

> “NO”

Goto start

}

Server.recievedMessage(MSG, DATE);

}

CLIENT RECIEVE MESSAGE: {

> “MSG:[TAG][TIME][DATA]”

If (okay)

< “OK”

Else {

< “NO”

Goto start

}

}

DATENSENDUNG:

Data till x MB will be sent to the server and then to the user. If the user sends more than x MB then the Clients sends the File directly to the other Client.

SEND Data MB > x {

< „DATA:[TAG][TIME][NR\_OF\_BLOCKS]

For(datablocks) {

<DATABLOCK

If (sendDatablock(TAG, DATA) == correct)

> “OK”

Else

> “NO”

}

}

SEND Data MB < X {

< „DATA:[TAG][TIME][NR\_OF\_BLOCKS]

For(datablocks) {

<DATABLOCK

saveDatablock();

If (datablock == correct)

> “OK”

Else

> “NO”

}

}