API Specification For the CLack Application

Order of expected.

1. Logging into Server - MUST BE FIRST FOR OTHERS TO WORK!

2. Receive the User -> Receive User Directory -> Requesting User Chatroom

a. Happens one after another

3. Requesting User Chatroom (for log viewing) / Receive New message for logged in User and

Sent a New Message for a logged in user

a. Can happen many times.

4. Sent a Log out Message

Disclaimer: Object send between the network are java objects and the constructing a client in another language may or may not work. Programming discretion advised.

Logging into Server / User Authentication - POST request

Request Data -String (with both the username and the password separated by ;;;)

Response - Boolean (true if the right credentials were given and false if not)

Receive User - GET request

Request Data – NA – will be give after logging in

Response – User that the client application signed in with

Receive User Directory - GET request

Request Data – NA – will be give after logging in

Response – Vector of the Users that are currently registered for the application

Requesting User Chatroom - POST request

This call should be called at the beginning of client application and if the current user is an IT user, then when they need the logs of another user

Request Data – String of a user

Response - Vector of the chatroom currently registered for the application

Receive New message for logged in User - GET request

Request Data - N/A

Response - Message from another user on the Server to the currently logged in user

Sent a New Message for a logged in User - POST request

Request Data - Message Object from the currently logged in user.

The object must have:

String of the sender, Date object of time sent, String of the chatroom the

message belongs to, String of the status of the message, msgType object

containing the message type, and String of the text

Response - N/A

Sent a Log out Message - POST request

Request Data - Message from the currently logged in user.

Message object must have the msgType LOGOUT for this to work

Response - Boolean True (indicating the user was logged out)