Client-Server Communication Protocol

There are 3 types of data: login data, user data and data about other users

abstract class Message

Message is an abstract class that is sent as a Json file between the client and the server.

class ClientMessage extends Message

- abstract Cookie loginCookie

class ServerMessage extends Message

class LoginData extends ClientMessage

- (*) String username
- String password

LoginData is a type of Message and is used for sending the username and password of the user.

class LoginResponse extends ServerMessage

- boolean success
- Cookie loginCookie

Errors and Exceptions

If there is an error or exception, the error is sent instead of the message. Therefore all requests should be in a try… catch block.