Message Class API

The Message class contains three private variables: type, status, and data.

Strings represent all three and can take on different values to be sent to the server.

Type

The server currently supports the following types:
- LOGIN - Contains user credentials used to attempt a login
- REGISTER - Contains user credentials used to create a new account
- JOIN - Contains a message about whether the user wants to join as a player or dealer
- WAITING - Used to ask for an update while in the waiting room
- ERROR - Used by the server when the message type is unrecognized

Status

The server currently supports the following statuses:
- SENT - used by the client in LOGIN and REGISTER messages to send credentials
- REQUEST - used by the client in JOIN and WAITING messages to request services from the server
- SUCCESS - used by the server to signify an action was performed successfully
- ERROR - used by the server to signify an action resulted in an error

Data

Data used and its usage depends on the type of message.
- For LOGIN and REGISTER messages, data contains the userID and password separated by a newline character "\n"
- For JOIN messages, data contains either "DEALER" or "PLAYER" depending on the user's request