

SOURCE	BROADCAST	MESSAGE TYPE	MEANING AND AFTERMATHS	JSON MESSAGE PARAMETERS
CLIENT	Y	hello	notify the client connection and initialize session	{sessionName : currentClientSession, messageType : messageType}
SERVER	Y	bye	notify a client disconnection	{sessionName : currentClientSession, messageType : messageType}
SERVER	N	serverJSONResponse	respond with the JSON file the client that said "hello"	{messageType : messageType, JSONFile : JSONFile, clientsConnected : numberOfClientsConnected}
SERVER	N	serverObjectsResponse	respond with the list of available drag'n'drop objects	{messageType : messageType, objectList : drag'n'dropObjectList}
CLIENT	Y	addObject	add an element with the given parameters	{sessionName : currentClientSession, messageType : messageType, objectClass : objectClass, objectID : createdObjectID, DOMParameters : { objectClass : objectClass, id : createdObjectID, x : xValue, y : yValue, ... }}
CLIENT	Y	modifyObject	modify the object attributes	{sessionName : currentClientSession, messageType : messageType, objectID : modifiedObjectID, DOMParameters : { attr1 : attr1Value, ... }}
CLIENT	Y	deleteObject	delete the element and all it's connections	{sessionName : currentClientSession, messageType : messageType, objectID : deletedObjectID }
CLIENT	Y	addConnection	add a connection to the given elements	{sessionName : currentClientSession, messageType : messageType, objectClass : objectClass, objectID : createdObjectID, DOMParameters : { objectClass : objectClass, id, createdObjectID, sourceObjID : sourceID, sourceAnchorType : anchorType, targetObjID : targetID, targetAnchorType : anchorType }}
CLIENT	Y	deleteConnection	delete a connection	{sessionName : currentClientSession, messageType : messageType, objectID : toDeleteConnID }
SERVER	N	errorMessage	error message server sended	{messageType : messageType, errorMessage : errorMessage }
SERVER	N	undoMessage	force the client to undo the action	{messageType : messageType, actionToUndo : actionToUndo, ObjectID : relatedObjectID }
CLIENT	N	sendCommandRequest	Send a command from a client object to the server	{messageType : messageType, objectID : ID, sessionName : sessionName, parameters based on the type of command }
SERVER	N	commandResponse	server response to an object command	{messageType : messageType, applicantObjectID : applicantObjectID, parameters based on the command type }