SO in this we have to make a framework but

Problem is we never know how much of data is get sent

SO we use Messages

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All our data transaction involves messages

Messages

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|

|->Header \

| | \

| | \ Fixed Size

| |->ID <- Enum Class(1)/

| |->Size(Bytes) /

| /

|

|->Body(0+Bytes)

(1){As we wanted to msg to validate at compile time rather that runtime

so we are using the enum class

}

Pushing in message we can easily Push as we overloaded the message

msg<<x<<y;

msg>>x>>y;

like this type

Architecture

/--------------------------------------/

Client

(\*) it will run doint its things

while running it will check if any msg is

delivered btw checks multiple msg colud have been

delieverd

(\*)these msg get accumulated in input msg queue

(\*)client could any time send msg to server

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| |----| |

| @ <-| Q | |

| |----| |

| |

| Client |

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Server

(\*) server will be always running

(\*)it will check the queue for upcomming msgs

(\*)it is also capable of sending the msg any time

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| |----| |

| @ <-| Q | |

| |----| |

| |

| Server |

|\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

as there are multiple clients we should know which client is

sending the msg which we get to know by connection

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