class CommandUtils

{

private :

CString \_strCommand;

vector<CString> \_attributes;

public:

CommandUtils(char\* command);

~CommandUtils(void);

CString getCommand();

vector<CString> getAttributes();

};

**Command = NEWUSER|user|pass|fullname|description**

**getCommand() = NEWUSER**

**getAttribute() = {user , pass , fullname,description}**