Spyke (Babel Project)

La Pintade

5 Octobre 2015 - 8 Novembre 2015

Contents

1 CLIENT NETWORK **2**
- 1.1 PTUSer . . . 2
- 1.2 Network Server Handler . . . 4
- 1.3 Network Client Handler . . . 5
- 1.4 Audio Encoder . . . 5
- 1.5 Audio Handler . . . 5
- 1.6 Thread . . . 5
- 1.7 Contact . . . 5

2 GUI-CLIENT **6**
- 2.1 LoginWidget . . . 6
- 2.2 MainWidget . . . 7
- 2.3 SignupWidget . . . 8
- 2.4 Home . . . 8
- 2.5 Contact . . . 8
- 2.6 Conversation . . . 8
- 2.7 Notifications . . . 8

1 CLIENT NETWORK

1.1 PTUSer

```
class PTUser
{
  private:
    class User
    {
      std::string _username;
      std::string _password;
      std::string _objectId;
      std::list<Contact*> _contactList;
    public:
      User();
      ~User();
      const std::string &getUsername() const;// Get the username of
          the current user
      const std::string &getPassword() const; // Get the password of
          the current user
      const std::string &getObjectId() const; // Get the objectId of
          the current user
      void setUsername(); // Set the username of a new user
      void setPassword(); // Set the password of a new user
      void setObjectId(); .// Set the object ID gotten from the server
      std::list<Contact*> getContactList() const; // Return the
          contact list of the current user
      const std::string &getLocation() const; // Return the location
          info of the current user
      void addContact(Contact&); // Add a new contact to the contact
          list of the current user
    };
    User _currentUser;
    NetworkServerHandler server;
    std::string _ipServer;
  public:
    PTUser();
    ~PTUser();
    User&   currentUser();
    template<typename T>
    void signUp(T &obj, void(T::*call)(int), const std::string
        &username, const std::string &password, const std::string &i);
    void logUser(T &obj, void(T::*call)(int), const std::string
        &username, const std::string &password, const std::string &ip);
      // The function logUser will call the server to check if the
          user exist, if not it will call the callback function with
          an error value set to 1, else it will call with an error
          value set to 0.
    }
```

```
};
    extern PTUser g_PTUser;
```

1.2 Network Server Handler

```
class NetworkServerHandler : public QObject
{
  Q_OBJECT
private:
  QObject *parent;
  QTcpSocket *_socket;
  std::string _host;
  unsigned int _port;
public:
  NetworkServerHandler(QObject *parent = 0);
  ~NetworkServerHandler();
  int start(const std::string &host, unsigned int port); // Launch the
      connection between server and client /\ Return -1 if failed, 0
      if success.
  void setHost(const std::string &); // Set the host of the server
  void setPort(unsigned int); // Set the port of the server
  const std::string &readSocket(); // Read data from server
  void writeSocker(const std::string&); // Write data on server
private slots:
  void readyRead(); // Callback function from QT /\
  void connected(); // Callback function from QT /\ Is called when
      connection has succeed
};
```

1.3 Network Client Handler

1.4 Audio Encoder

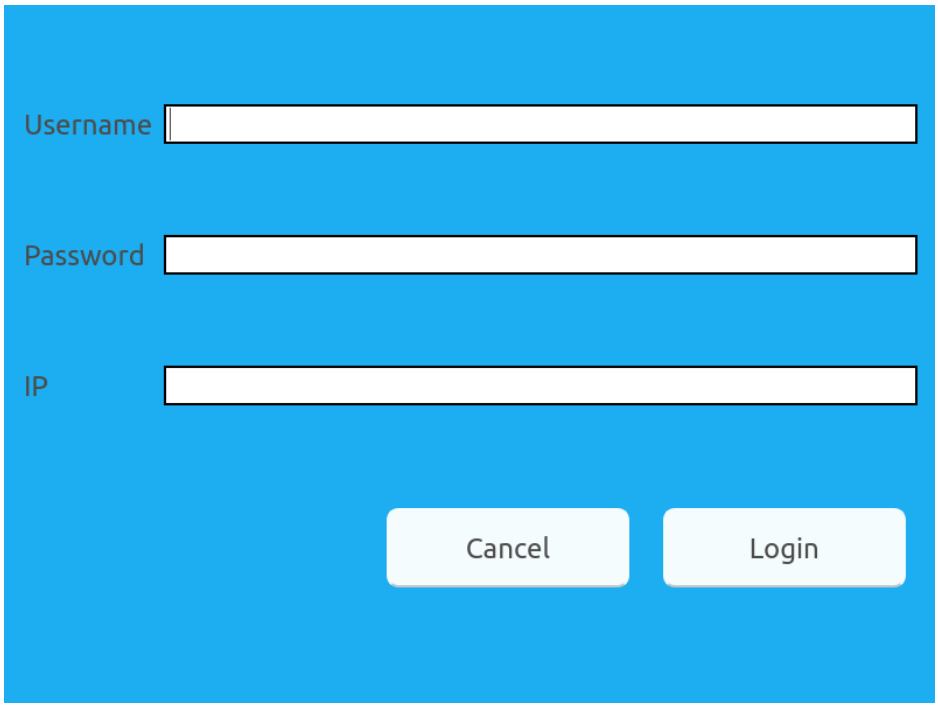
1.5 Audio Handler

1.6 Thread

1.7 Contact

2 GUI-CLIENT

2.1 LoginWidget



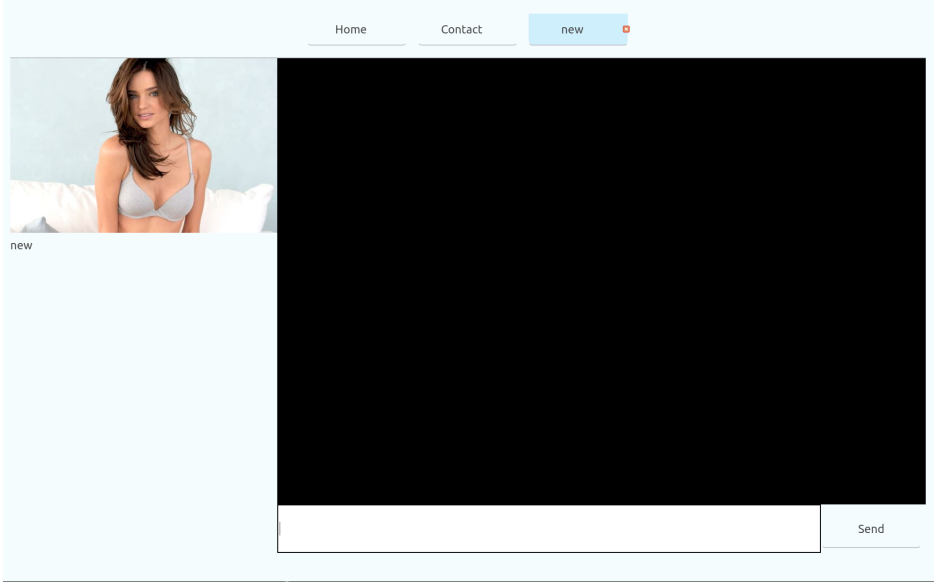
2.2 MainWidget

2.3 SignupWidget

2.4 Home

2.5 Contact

2.6 Conversation



2.7 Notifications