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Class MessageControllerListener

[java.lang.Object](#)[java.lang.Thread](#)[messageController.MessageControllerListener](#)

All Implemented Interfaces:

[java.lang.Runnable](#)

```
public class MessageControllerListener
extends java.lang.Thread
```

Listens to messages from one tablet.

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Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Thread

[java.lang.Thread.State](#), [java.lang.Thread.UncaughtExceptionHandler](#)

Field Summary

Fields inherited from class java.lang.Thread

[MAX_PRIORITY](#), [MIN_PRIORITY](#), [NORM_PRIORITY](#)

Constructor Summary

Constructors

Constructor and Description

[MessageControllerListener](#)([java.net.Socket listener](#))

Constructor

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
void	run() Starts listening to messages.

Methods inherited from class java.lang.Thread

activeCount, checkAccess, countStackFrames, currentThread, destroy, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, resume, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, stop, suspend, toString, yield

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Detail

MessageControllerListener

```
public MessageControllerListener(java.net.Socket listener)
```

Constructor

Parameters:

listener - - socket to listen to

sender - - MessageControllerSender - this will add messages to this to send it

Method Detail

run

```
public void run()
```

Starts listening to messages. Closes the socket once employee sends log out message (pos ='X')

Specified by:

run in interface `java.lang.Runnable`

Overrides:

run in class `java.lang.Thread`

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