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messageController

Class Message

java.lang.Object  
messageController.Message

```
public class Message
extends java.lang.Object
```

Data structure used to represent a message. Used for communication between tablets. Consists of sender info which lets the MC know who is sending the message and Receiver info which lets the MC know who to send the message to.

Author:

cms549

Field Summary

Fields

Modifier and Type	Field and Description
java.lang.String	<b>content</b> Actual message to be forwarded
long	<b>receiverEmpID</b> Receiver info: employee's unique id -1 will mean send it to all of the employees of this pos logged in
char	<b>receiverPosition</b> Receiver info: position of employee w=waiter, m=manager, h=host, c=chef, X = log out, L=log in
long	<b>senderEmpID</b> Sender info: employee's unique id
char	<b>senderPosition</b> Sender info: position of employee

Constructor Summary

## Constructors

### Constructor and Description

**Message** ()

Empty constructor

**Message** (char recPos, long recID, java.lang.String mess)

Creates a new message

## Method Summary

### All Methods

### Static Methods

### Instance Methods

### Concrete Methods

#### Modifier and Type

#### Method and Description

static **Message**

**fromString** (java.lang.String string)

java.lang.String

**toString** ()

Makes the message into a string so it can be sent over a socket.

### Methods inherited from class java.lang.Object

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

## Field Detail

### senderPosition

public char senderPosition

Sender info: position of employee

### senderEmpID

public long senderEmpID

Sender info: employee's unique id

### receiverPosition

public char receiverPosition

Receiver info: position of employee w=waiter, m=manager, h=host, c=chef, X = log out, L=log in

**receiverEmpID**

```
public long receiverEmpID
```

Receiver info: employee's unique id -1 will mean send it to all of the employees of this pos logged in

**content**

```
public java.lang.String content
```

Actual message to be forwarded

**Constructor Detail****Message**

```
public Message(char recPos,  
               long recID,  
               java.lang.String mess)
```

Creates a new message

**Parameters:**

recPos - - receiver's position

recID - - receiver's employee id

mess -

**Message**

```
public Message()
```

Empty constructor

**Method Detail**

**toString**

```
public java.lang.String toString()
```

Makes the message into a string so it can be sent over a socket.

**Overrides:**

toString in class java.lang.Object

**fromString**

```
public static Message fromString(java.lang.String string)
```

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