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SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

messageController

Class MessageController

java.lang.Object
  messageController.MessageController

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

Starts the Message Controller - will handle ticket sends and message sends between tablets First you create the listener and the listener creates the sender. When the listener receives the log out then it will close the socket and remove itself from the list. Message Controller will be the one to close the socket.

Author:

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Constructor Summary

Constructors

Constructor and Description

MessageController()

Method Summary

All Methods	**Static Methods**	**Concrete Methods**

Modifier and Type	Method and Description
static void	**addChefSender**(long id, **MessageControllerSender** sender) Adds a chef to the list of output stream
static void	**addHostSender**(long id, **MessageControllerSender** sender) Adds a host to the list of output stream
static void	**addManagerSender**(long id, **MessageControllerSender** sender) Adds a manager to the list of output stream
static void	**addWaiterSender**(long id, **MessageControllerSender** sender) Adds a waiter to the list of output stream

static void	**main**(java.lang.String[] args)
	Each tablet that connects with the server should have a listener and sender associated with it.
static void	**removeChefSocket**(long id)
	Removes a chef from the list of output stream
static void	**removeHostSocket**(long id)
	Removes a host from the list of output stream
static void	**removeManagerSocket**(long id)
	Removes a manager from the list of output stream
static void	**removeWaiterSocket**(long id)
	Removes a waiter from the list of output streams

Methods inherited from class java.lang.Object

```
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait
```

Constructor Detail

MessageController

```
public MessageController()
```

Method Detail

addWaiterSender

```
public static void addWaiterSender(long id,
                                   MessageControllerSender sender)
```

Adds a waiter to the list of output stream

Parameters:

```
id - - employee id

listener - - input stream for this employee
```

addHostSender

```
public static void addHostSender(long id,
                                 MessageControllerSender sender)
```

Adds a host to the list of output stream

Parameters:

```
id - - employee id
```

```
listener - - input stream for this employee
```

addChefSender

```
public static void addChefSender(long id,
                                 MessageControllerSender sender)
```

Adds a chef to the list of output stream

Parameters:

```
id - - employee id
```

```
listener - - input stream for this employee
```

addManagerSender

```
public static void addManagerSender(long id,
                                    MessageControllerSender sender)
```

Adds a manager to the list of output stream

Parameters:

```
id - - employee id
```

```
listener - - input stream for this employee
```

removeWaiterSocket

```
public static void removeWaiterSocket(long id)
```

Removes a waiter from the list of output streams

Parameters:

```
id - - employee id
```

removeHostSocket

```
public static void removeHostSocket(long id)
```

Removes a host from the list of output stream

Parameters:

```
id - - employee id
```

removeChefSocket

```
public static void removeChefSocket(long id)
```

Removes a chef from the list of output stream

Parameters:

```
id - - employee id
```

removeManagerSocket

```
public static void removeManagerSocket(long id)
```

Removes a manager from the list of output stream

Parameters:

```
id - - employee id
```

main

```
public static void main(java.lang.String[] args)
```

Each tablet that connects with the server should have a listener and sender associated with it.

Parameters:

```
args -
```