Message Type:

0. Registration message to server: return message whose type is 1 to client if email is used;

Registration successful message to client

0 -> server: data[0] is email, data[1] is username, data[2] is password

0 -> client: data[0] is server, data[1] is UID;

1: none;

2. Logout Message

2 -> server: data[0] is UID;

3. Login Message to server: login message which has type 3 means it has logged in successfully in client before. It’s an inform message.

3-> server: data[0] is UID, data[1] is email;

4. Login Message to server: login message which has type 4 means it hasn’t logged in successfully in client before. Email and password have to be checked. Message which has type 5 will be sent if check is correct, otherwise message which has type 6 will be sent.

4-> server: data[0] is email, data[1] is password;

5->client: data[0] is UID, data[1] is username;

6->client: none;

9: post message

9-> server: data[0] is UID who creates this post. data[1] is username. data[2] is PID. data[3] is time when this post is created. data[4] is text;

9-> client: data[0] is UID. data[1] is text

Data Base at Client

USRE

|  |  |  |
| --- | --- | --- |
| UID | EMAIL | USERNAME |

FOLLOW

|  |  |
| --- | --- |
| UID1 | UID2 |

POST

|  |  |  |  |
| --- | --- | --- | --- |
| PID | UID | TIME | TEXT |

IMAGES

|  |  |
| --- | --- |
| PID | IMAGE |