

Model Report

Babel Server

Version • Proposed



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Babel Server

Package in package 'Babel Server'

Babel Server
Version Phase 1.0 Proposed
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Class Model diagram

Class diagram in package 'Babel Server'

Class Model
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017

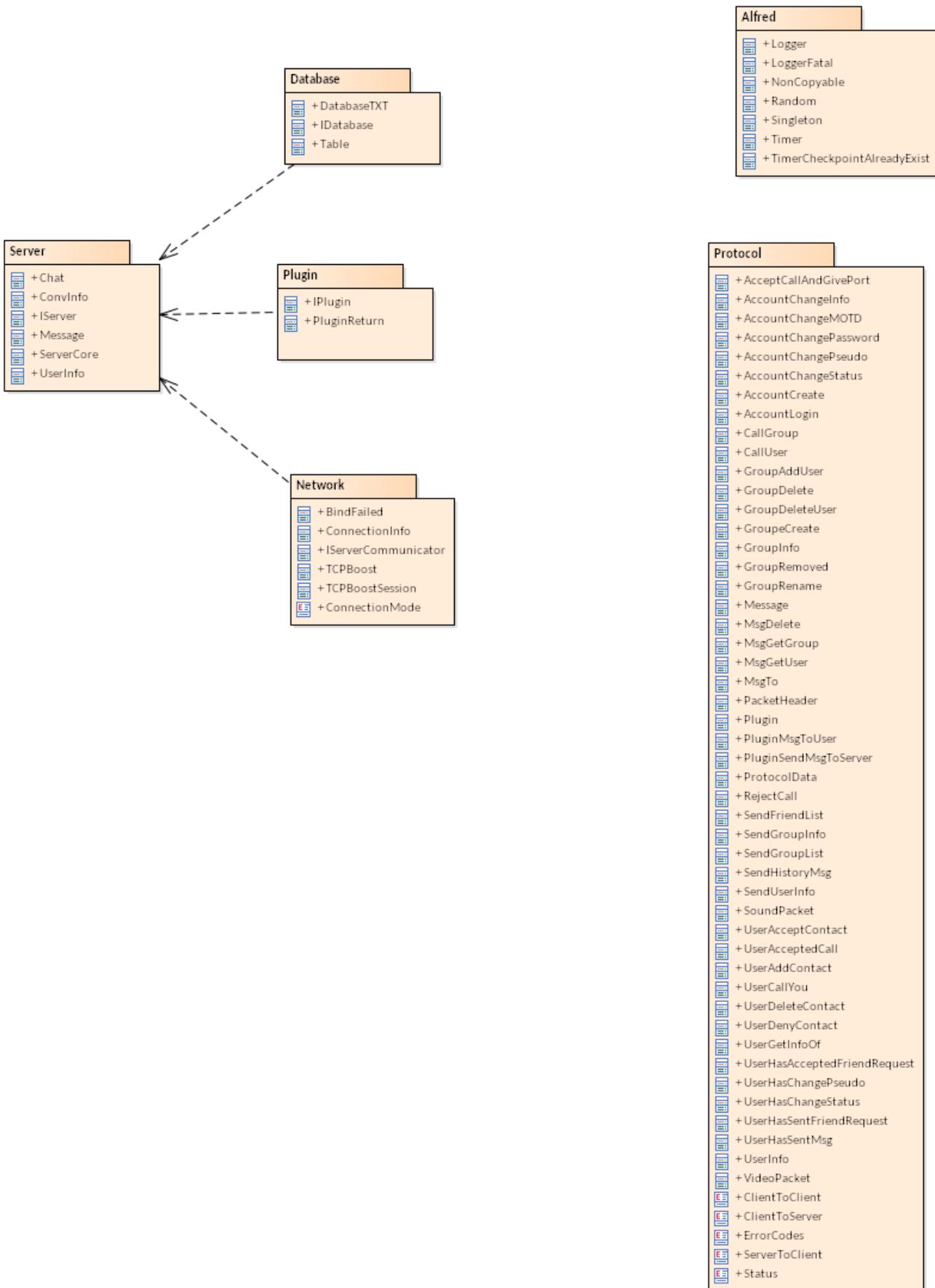


Figure 1: Class Model

Alfred

Package in package 'Babel Server'

Alfred

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Database

Package in package 'Babel Server'

Database

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CONNECTORS

 **Dependency** Source -> Destination

From: Database : Package, Public
To: Server : Package, Public

Network

Package in package 'Babel Server'

Network

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CONNECTORS

 **Dependency** Source -> Destination

From: Network : Package, Public
To: Server : Package, Public

Plugin

Package in package 'Babel Server'

Plugin

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CONNECTORS

 **Dependency** Source -> Destination

From: Plugin : Package, Public
To: Server : Package, Public

Protocol

Package in package 'Babel Server'

Protocol

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Server

Package in package 'Babel Server'

Server

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CONNECTORS
<p>↗ Dependency Source -> Destination From: Plugin : Package, Public To: Server : Package, Public</p>
<p>↗ Dependency Source -> Destination From: Database : Package, Public To: Server : Package, Public</p>
<p>↗ Dependency Source -> Destination From: Network : Package, Public To: Server : Package, Public</p>

Alfred

Package in package 'Babel Server'

Alfred

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Alfred diagram

Class diagram in package 'Alfred'

Alfred

Version 1.0

dimitri created on 11/10/2017. Last modified 11/10/2017

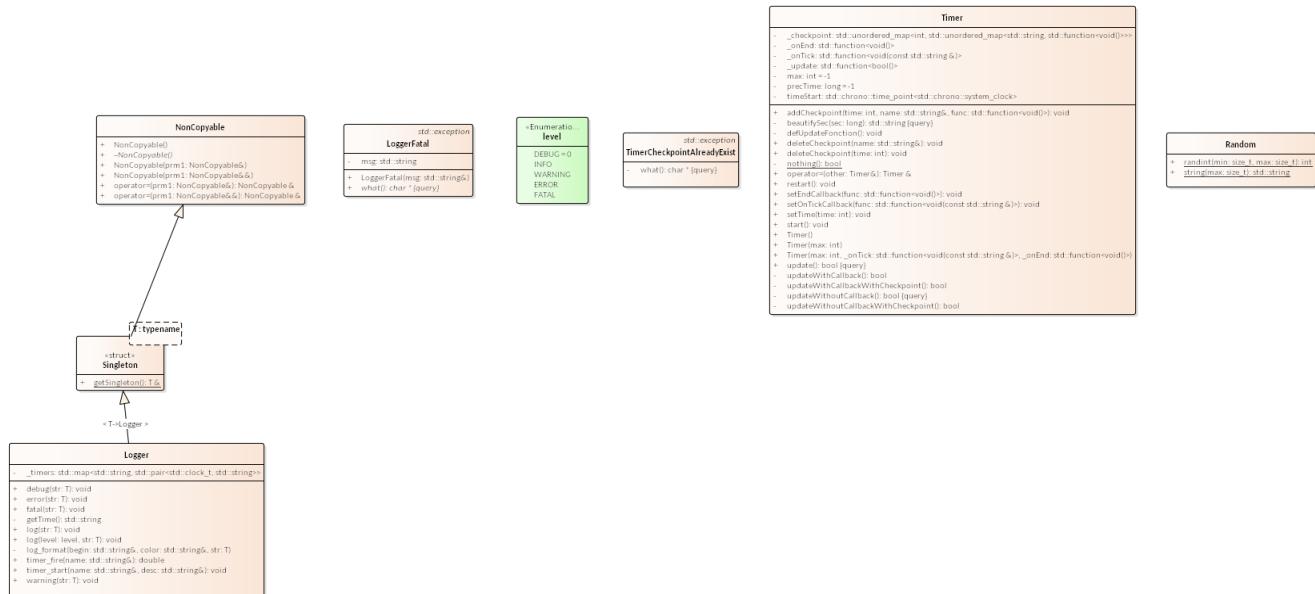


Figure 2: Alfred

Logger

Class in package 'Alfred'

Logger

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Extends Singleton

ELEMENTS OWNED BY Logger
<p>█ level : Enumeration «Enumeration»</p>
OUTGOING STRUCTURAL RELATIONSHIPS
<p>↳ Generalization from Logger to «struct» Singleton <small>[Direction is 'Source -> Destination'.]</small></p>
ATTRIBUTES
<p>◆ _timers : std::map<std::string, std::pair<std::clock_t, std::string>> Private <small>[Is static False. Containment is Not Specified.]</small></p>
OPERATIONS
<p>◆ debug (str : T) : void Public Properties: bodyLocation = classDec <small>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</small></p>

OPERATIONS
◆ error (str : T) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ fatal (str : T) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getTime () : std::string Private Const Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ log (str : T) : void Public Properties: inline = true bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ log (level : level , str : T) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ log_format (begin : std::string& , color : std::string& , str : T) : Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ timer_fire (name : std::string&) : double Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ timer_start (name : std::string& , desc : std::string&) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

⚠ warning (str : T) : void Public

Properties:

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

level

Enumeration «Enumeration» owned by 'Logger', in package 'Alfred'

level

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ATTRIBUTES

◆ DEBUG : Public = 0

[Is static False. Containment is Not Specified.]

◆ INFO : Public

[Is static False. Containment is Not Specified.]

◆ WARNING : Public

[Is static False. Containment is Not Specified.]

◆ ERROR : Public

[Is static False. Containment is Not Specified.]

◆ FATAL : Public

[Is static False. Containment is Not Specified.]

LoggerFatal

Class in package 'Alfred'

LoggerFatal

Version 1.0 Phase 1.0 Proposed
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Extends std::exception

ATTRIBUTES

◆ msg : std::string Private

[Is static False. Containment is Not Specified.]

OPERATIONS

OPERATIONS
<p>LoggerFatal (msg : std::string&) : Public</p> <p>Properties:</p> <pre>initializer = msg(std::string("Fatal Error: ") + msg) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</pre>
<p>what () : char * Public Const</p> <p>Properties:</p> <pre>throws = () bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]</pre>

NonCopyable

Class in package 'Alfred'

NonCopyable

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INCOMING STRUCTURAL RELATIONSHIPS
<p>⇒ Generalization from ServerCore to NonCopyable</p> <p>[Direction is 'Source -> Destination'.]</p>
<p>⇒ Generalization from «struct» Singleton to NonCopyable</p> <p>[Direction is 'Source -> Destination'.]</p>

OPERATIONS
<p>NonCopyable () : Public</p> <p>Properties:</p> <pre>overrides = default [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</pre>
<p>~NonCopyable () : Public</p> <p>Properties:</p> <pre>overrides = default [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</pre>
<p>NonCopyable (prm1 : NonCopyable&) : Public</p> <p>Properties:</p> <pre>overrides = delete</pre>

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ NonCopyable (prm1 : NonCopyable&&) : Public
Properties: overrides = delete
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator= (prm1 : NonCopyable&) : NonCopyable & Public
Properties: overrides = delete
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator= (prm1 : NonCopyable&&) : NonCopyable & Public
Properties: overrides = delete
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Random

Class in package 'Alfred'

Random
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OPERATIONS
◆ randint (min : size_t , max : size_t) : int Public
Properties: bodyLocation = classDec
[Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ string (max : size_t) : std::string Public Const
Properties: bodyLocation = classDec
[Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Singleton

Class «struct» in package 'Alfred'

Singleton
 Version 1.0 Phase 1.0 Proposed

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Extends NonCopyable

OUTGOING STRUCTURAL RELATIONSHIPS

◀ Generalization from «struct» Singleton to NonCopyable

[Direction is 'Source -> Destination'.]

INCOMING STRUCTURAL RELATIONSHIPS

⇒ Generalization from Logger to «struct» Singleton

[Direction is 'Source -> Destination'.]

OPERATIONS

◊ getSingleton () : T & Public

Properties:

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Timer

Class in package 'Alfred'

WARNING: The _onTick and _onEnd callback will be called only if they both exist (!= nullptr) You can create them via the constructor or via the setXXXCallback function

Timer

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ATTRIBUTES

◊ _checkpoint : std::unordered_map<int, std::unordered_map<std::string, std::function<void()>>> Private

[Is static False. Containment is Not Specified.]

◊ _onEnd : std::function<void()> Private

[Is static False. Containment is Not Specified.]

◊ _onTick : std::function<void(const std::string &)> Private

[Is static False. Containment is Not Specified.]

◊ _update : std::function<bool()> Private

[Is static False. Containment is Not Specified.]

◊ max : int Private = -1

[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ precTime : long Private = -1 [Is static False. Containment is Not Specified.]
◆ timeStart : std::chrono::time_point<std::chrono::system_clock> Private [Is static False. Containment is Not Specified.]
OPERATIONS
◆ addCheckpoint (time : int , name : std::string& , func : std::function<void()>) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ beautifySec (sec : long) : std::string Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ defUpdateFonction () : void Private Properties: inline = true bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteCheckpoint (name : std::string&) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteCheckpoint (time : int) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ nothing () : bool Private Properties: bodyLocation = classDec [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator= (other : Timer&) : Timer & Public

OPERATIONS
<p>Properties:</p> <p>bodyLocation = classDec</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ restart () : void Public</p> <p>Properties:</p> <p>bodyLocation = classDec</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ setEndCallback (func : std::function<void()>) : void Public</p> <p>Properties:</p> <p>bodyLocation = classDec</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ setOnTickCallback (func : std::function<void(const std::string &)>) : void Public</p> <p>Properties:</p> <p>bodyLocation = classDec</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ setTime (time : int) : void Public</p> <p>Properties:</p> <p>bodyLocation = classDec</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ start () : void Public</p> <p>Properties:</p> <p>bodyLocation = classDec</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ Timer () : Public</p> <p>Properties:</p> <p>explicit = true</p> <p>overrides = default</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ Timer (max : int) : Public</p> <p>Properties:</p> <p>explicit = true</p> <p>initializer = max(max),_update([this]() -> bool { return (updateWithoutCallback()); })</p> <p>bodyLocation = classDec</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ Timer (max : int , _onTick : std::function<void(const std::string &)> , _onEnd : std::function<void()>) : Public</p>

OPERATIONS
Properties: explicit = true initializer = max(max),_onTick(std::move(_onTick)),_onEnd(std::move(_onEnd)),_update([this]() -> bool { return (updateWithCallback()); }) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ update () : bool Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ updateWithCallback () : bool Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ updateWithCallbackWithCheckpoint () : bool Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ updateWithoutCallback () : bool Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ updateWithoutCallbackWithCheckpoint () : bool Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

TimerCheckpointAlreadyExist

Class in package 'Alfred'

Exception for Timer triggered when the user want to add a checkpoint which already exist

TimerCheckpointAlreadyExist
Version 1.0 Phase 1.0 Proposed
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Extends std::exception

OPERATIONS

OPERATIONS

what () : char * Private Const

Properties:

throws = ()

override = true

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

Database

Package in package 'Babel Server'

Database
Version 1.0 Phase 1.0 Proposed
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LINKS TO OTHER PACKAGES	
 Dependency from 'Database' Package to 'Server' Package	Direction: Source -> Destination

Database diagram

Class diagram in package 'Database'

Database
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017

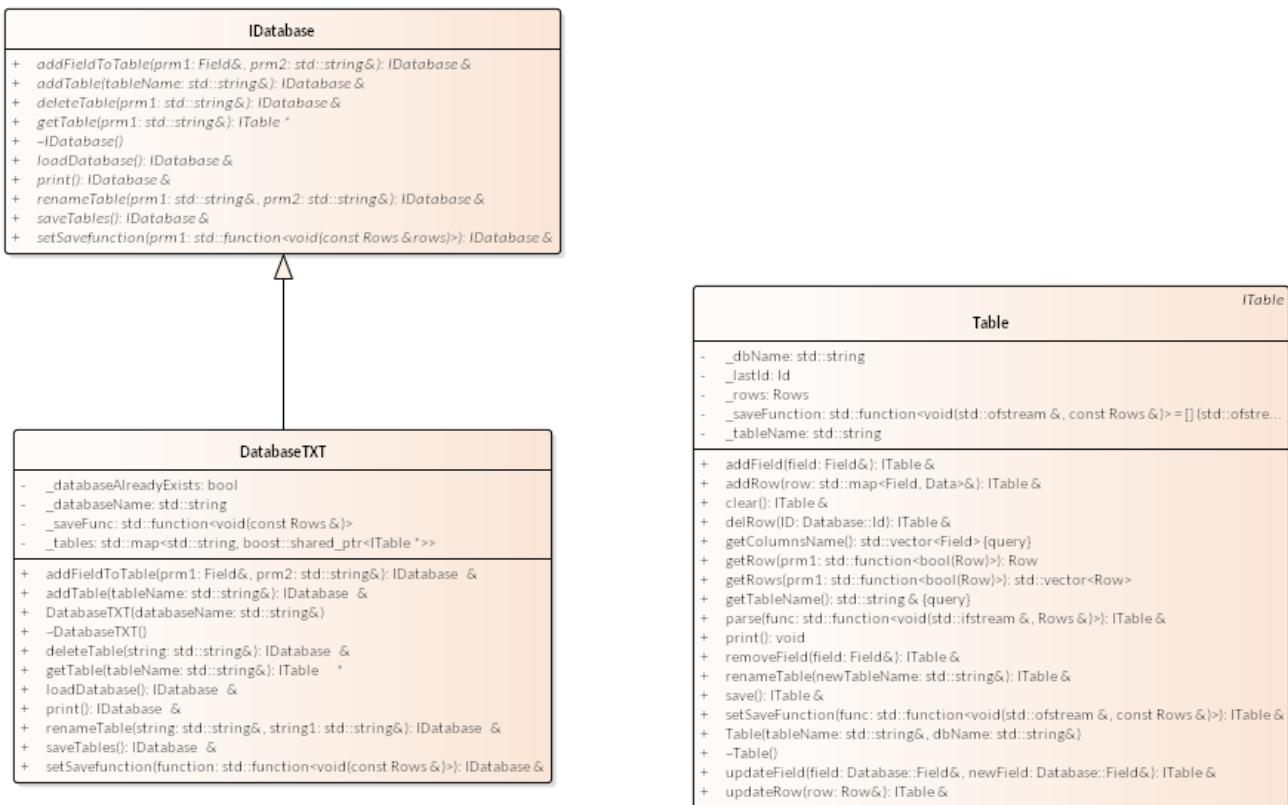


Figure 3: Database

DatabaseTXT

Class in package 'Database'

DatabaseTXT
Version 1.0 Phase 1.0 Proposed

OUTGOING STRUCTURAL RELATIONSHIPS

◀ Generalization from DatabaseTXT to IDatabase

[Direction is 'Source -> Destination'.]

ATTRIBUTES

◆ _databaseAlreadyExists : bool Private

[Is static False. Containment is Not Specified.]

◆ _databaseName : std::string Private

[Is static False. Containment is Not Specified.]

◆ _saveFunc : std::function<void(const Rows &)> Private

[Is static False. Containment is Not Specified.]

◆ _tables : std::map<std::string, boost::shared_ptr<ITable *>> Private

[Is static False. Containment is Not Specified.]

OPERATIONS

◆ addFieldToTable (prm1 : Field& , prm2 : std::string&) : IDatabase & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ addTable (tableName : std::string&) : IDatabase & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ DatabaseTXT (databaseName : std::string&) : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ~DatabaseTXT () : Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ deleteTable (string : std::string&) : IDatabase & Public

Properties:

OPERATIONS	
<code>override = true</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>getTable (tableName : std::string&) : ITable * Public</code>	
Properties:	
<code>override = true</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>loadDatabase () : IDatabase & Public</code>	
Properties:	
<code>override = true</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>print () : IDatabase & Public</code>	
Properties:	
<code>override = true</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>renameTable (string : std::string& , string1 : std::string&) : IDatabase & Public</code>	
Properties:	
<code>override = true</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>saveTables () : IDatabase & Public</code>	
Properties:	
<code>override = true</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>setSavefunction (function : std::function<void(const Rows &)>) : IDatabase & Public</code>	
Properties:	
<code>override = true</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

IDatabase

Class in package 'Database'

IDatabase
Version 1.0 Phase 1.0 Proposed
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INCOMING STRUCTURAL RELATIONSHIPS

INCOMING STRUCTURAL RELATIONSHIPS
➡ Generalization from DatabaseTXT to IDatabase [Direction is 'Source -> Destination'.]
ASSOCIATIONS
Association (direction: Source -> Destination) Source: Public (Class) ServerCore Target: Public _db (Class) IDatabase
OPERATIONS
◆ addFieldToTable (prm1 : Field& , prm2 : std::string&) : IDatabase & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ addTable (tableName : std::string&) : IDatabase & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ deleteTable (prm1 : std::string&) : IDatabase & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ getTable (prm1 : std::string&) : ITable * Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ ~IDatabase () : Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ loadDatabase () : IDatabase & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ print () : IDatabase & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ renameTable (prm1 : std::string& , prm2 : std::string&) : IDatabase & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ saveTables () : IDatabase & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setSavefunction (prm1 : std::function<void(const Rows &rows)>) : IDatabase & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

Table

Class in package 'Database'

Table

Version 1.0 Phase 1.0 Proposed

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Extends ITable

ATTRIBUTES	
◆ _dbName : std::string	Private [Is static False. Containment is Not Specified.]
◆ _lastId : Id	Private [Is static False. Containment is Not Specified.]
◆ _rows : Rows	Private [Is static False. Containment is Not Specified.]
◆ _saveFunction : std::function<void(std::ofstream &, const Rows &)>	Private = [] (std::ofstream &, const Rows &) { LOG.error("[TABLE] You need to set a save function for this table !"); }
◆ _tableName : std::string	Private [Is static False. Containment is Not Specified.]
OPERATIONS	
◆ addField (field : Field&)	: ITable & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addRow (row : std::map<Field, Data>&)	: ITable & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clear ()	: ITable & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
❖ delRow (ID : Database::Id) : ITable & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ getColumnsName () : std::vector<Field> Public Const Properties: override = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
❖ getRow (prm1 : std::function<bool(Row)>) : Row Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ getRows (prm1 : std::function<bool(Row)>) : std::vector<Row> Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ getTableName () : std::string & Public Const Properties: override = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
❖ parse (func : std::function<void(std::ifstream &, Rows &)>) : ITable & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ print () : void Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ removeField (field : Field&) : ITable & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ renameTable (newTableName : std::string&) : ITable & Public

OPERATIONS
<p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ save () : ITable & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ setSaveFunction (func : std::function<void(std::ofstream &, const Rows &)>) : ITable & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ Table (tableName : std::string& , dbName : std::string&) : Public</p> <p>Properties: explicit = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ ~Table () : Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ updateField (field : Database::Field& , newField : Database::Field&) : ITable & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ updateRow (row : Row&) : ITable & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>

Network

Package in package 'Babel Server'

Network
Version 1.0 Phase 1.0 Proposed
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LINKS TO OTHER PACKAGES	
 Dependency from 'Network' Package to 'Server' Package	Direction: Source -> Destination

Network diagram

Class diagram in package 'Network'

Network
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017

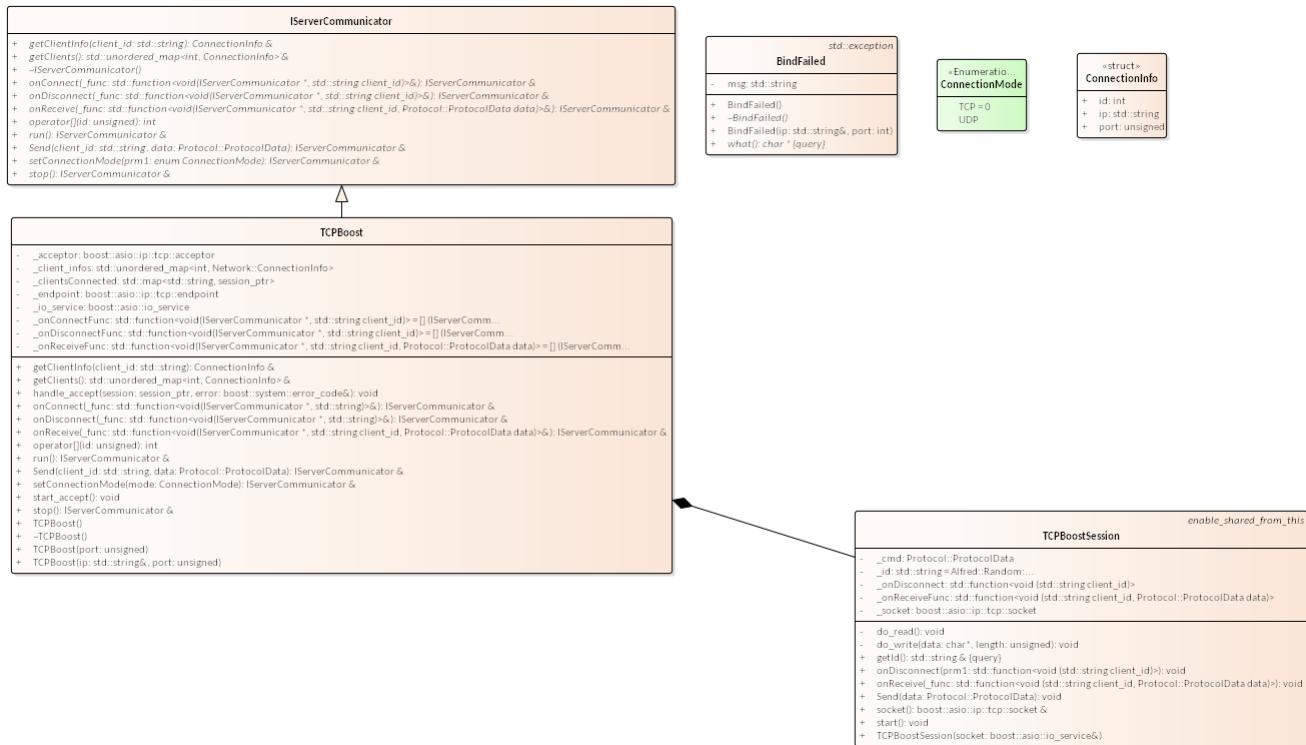


Figure 4: Network

BindFailed

Class in package 'Network'

BindFailed
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends std::exception

ATTRIBUTES	
◆ msg : std::string Private	[Is static False. Containment is Not Specified.]

OPERATIONS	
◆ BindFailed () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~BindFailed () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ BindFailed (ip : std::string& , port : int) : Public	<p>Properties:</p> <pre>initializer = msg(std::string("Failed to bind to ip: ") + ip + " and port " + std::to_string(port)) bodyLocation = classDec</pre> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
◆ what () : char * Public Const	<p>Properties:</p> <pre>throws = () bodyLocation = classDec</pre> <p>[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]</p>

ConnectionInfo

Class «struct» in package 'Network'

ConnectionInfo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ id : int Public	[Is static False. Containment is Not Specified.]
◆ ip : std::string Public	[Is static False. Containment is Not Specified.]
◆ port : unsigned Public	[Is static False. Containment is Not Specified.]

I Server Communicator

Class in package 'Network'

I Server Communicator
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS

⇒ Generalization from TCPBoost to I Server Communicator

[Direction is 'Source -> Destination'.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) ServerCore

Target: Public _comm (Class) I Server Communicator

OPERATIONS

◆ getClientInfo (client_id : std::string) : ConnectionInfo & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ getClients () : std::unordered_map<int, ConnectionInfo> & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ ~I Server Communicator () : Public

Properties:

overrides = default

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ onConnect (_func : std::function<void(I Server Communicator *, std::string client_id)>&) : I Server Communicator & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ onDisconnect (_func : std::function<void(I Server Communicator *, std::string client_id)>&) : I Server Communicator & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ onReceive (_func : std::function<void(I Server Communicator *, std::string client_id, Protocol::ProtocolData data)>&) : I Server Communicator & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ operator[] (id : unsigned) : int Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ run () : I Server Communicator & Public

OPERATIONS
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
❖ Send (client_id : std::string , data : Protocol::ProtocolData) : IServerCommunicator & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
❖ setConnectionMode (prm1 : enum ConnectionMode) : IServerCommunicator & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
❖ stop () : IServerCommunicator & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

TCPBoost

Class in package 'Network'

TCPBoost
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends IServerCommunicator

OUTGOING STRUCTURAL RELATIONSHIPS
◀ Generalization from TCPBoost to IServerCommunicator [Direction is 'Source -> Destination'.]

INCOMING STRUCTURAL RELATIONSHIPS
⇒ Aggregation from TCPBoostSession to TCPBoost [Direction is 'Source -> Destination'.]

ATTRIBUTES
❖ _acceptor : boost::asio::ip::tcp::acceptor Private [Is static False. Containment is Not Specified.]
❖ _client_infos : std::unordered_map<int, Network::ConnectionInfo> Private [Is static False. Containment is Not Specified.]
❖ _clientsConnected : std::map<std::string, session_ptr> Private [Is static False. Containment is Not Specified.]
❖ _endpoint : boost::asio::ip::tcp::endpoint Private [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ <code>_io_service : boost::asio::io_service</code>	Private [Is static False. Containment is Not Specified.]
◆ <code>_onConnectFunc : std::function<void(IserverCommunicator *, std::string client_id)></code>	Private = [] (IserverCommunicator * , std::string) -> void { LOG.fatal("You need to declare a function for onConnect"); } [Is static False. Containment is Not Specified.]
◆ <code>_onDisconnectFunc : std::function<void(IserverCommunicator *, std::string client_id)></code>	Private = [] (IserverCommunicator * , std::string) -> void { LOG.fatal("You need to declare a function for onDisconnect"); } [Is static False. Containment is Not Specified.]
◆ <code>_onReceiveFunc : std::function<void(IserverCommunicator *, std::string client_id, Protocol::ProtocolData data)></code>	Private = [] (IserverCommunicator * , std::string, Protocol::ProtocolData) -> void { LOG.fatal("You need to define a function for receive"); } [Is static False. Containment is Not Specified.]

OPERATIONS	
◆ <code>getClientInfo (client_id : std::string) : ConnectionInfo & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>getClients () : std::unordered_map<int, ConnectionInfo> & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>handle_accept (session : session_ptr , error : boost::system::error_code&) : void Public</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>onConnect (_func : std::function<void(IserverCommunicator *, std::string)>&) : IserverCommunicator & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>onDisconnect (_func : std::function<void(IserverCommunicator *, std::string)>&) : IserverCommunicator & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>onReceive (_func : std::function<void(IserverCommunicator *, std::string client_id, Protocol::ProtocolData data)>&) : IserverCommunicator & Public</code>	

OPERATIONS
<p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ operator[] (id : unsigned) : int Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ run () : IServerCommunicator & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ Send (client_id : std::string , data : Protocol::ProtocolData) : IServerCommunicator & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ setConnectionMode (mode : ConnectionMode) : IServerCommunicator & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ start_accept () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ stop () : IServerCommunicator & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ TCPBoost () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ ~TCPBoost () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ TCPBoost (port : unsigned) : Public</p> <p>Properties: explicit = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>

OPERATIONS
TCPBoost (ip : std::string& , port : unsigned) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

TCPBoostSession

Class in package 'Network'

TCPBoostSession
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends enable_shared_from_this

OUTGOING STRUCTURAL RELATIONSHIPS
Aggregation from TCPBoostSession to TCPBoost [Direction is 'Source -> Destination'.]

ATTRIBUTES
_cmd : Protocol::ProtocolData Private [Is static False. Containment is Not Specified.]
_id : std::string Private = Alfred::Random::string(20) [Is static False. Containment is Not Specified.]
_onDisconnect : std::function<void (std::string client_id)> Private [Is static False. Containment is Not Specified.]
_onReceiveFunc : std::function<void (std::string client_id, Protocol::ProtocolData data)> Private [Is static False. Containment is Not Specified.]
_socket : boost::asio::ip::tcp::socket Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS
Association (direction: Source -> Destination) Source: Public (Class) TCPBoostSession Target: Private _cmd (Class) ProtocolData «struct»

OPERATIONS
do_read () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ do_write (data : char* , length : unsigned) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getId () : std::string & Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ onDisconnect (prm1 : std::function<void (std::string client_id)>) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onReceive (_func : std::function<void (std::string client_id, Protocol::ProtocolData data)>) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Send (data : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ socket () : boost::asio::ip::tcp::socket & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ TCPBoostSession (socket : boost::asio::io_service&) : Public Properties: explicit = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ConnectionMode

Enumeration «Enumeration» in package 'Network'

ConnectionMode
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ TCP : Public = 0 [Is static False. Containment is Not Specified.]
◆ UDP : Public [Is static False. Containment is Not Specified.]

Plugin

Package in package 'Babel Server'

Plugin
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

LINKS TO OTHER PACKAGES	
 Dependency from 'Plugin' Package to 'Server' Package	Direction: Source -> Destination

Plugin diagram

Class diagram in package 'Plugin'

Plugin
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017



Figure 5: Plugin

IPlugin

Class in package 'Plugin'

IPlugin
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

OPERATIONS	
 execute () : std::vector<struct PluginReturn> Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

PluginReturn

Class «struct» in package 'Plugin'

PluginReturn
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ data : char* Public [Is static False. Containment is Not Specified.]
◆ plugin_name : std::string Public [Is static False. Containment is Not Specified.]
◆ size : int Public [Is static False. Containment is Not Specified.]
◆ username : std::string Public [Is static False. Containment is Not Specified.]

Protocol

Package in package 'Babel Server'

Protocol
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

Protocol diagram

Class diagram in package 'Protocol'

Protocol
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017



Figure 6: Protocol

AcceptCallAndGivePort

Class «struct» in package 'Protocol'

AcceptCallAndGivePort
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p>◆ port : int Public [Is static False. Containment is Not Specified.]</p>
<p>◆ username : char Public [Is static False. Containment is Not Specified.]</p>

AccountChangeInfo

Class «struct» in package 'Protocol'

AccountChangeInfo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p>◆ info : UserInfo Public [Is static False. Containment is Not Specified.]</p>

ATTRIBUTES
ASSOCIATIONS
<p> Association (direction: Source -> Destination)</p> <p>Source: Public (Class) AccountChangeInfo «struct»</p> <p>Target: Public info (Class) UserInfo «struct»</p>

AccountChangeMOTD

Class «struct» in package 'Protocol'

AccountChangeMOTD
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p> motd : char Public</p> <p>[Is static False. Containment is Not Specified.]</p>

AccountChangePassword

Class «struct» in package 'Protocol'

#pragma pack(pop)

AccountChangePassword
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p> new_password : char Public</p> <p>[Is static False. Containment is Not Specified.]</p>
<p> password : char Public</p> <p>[Is static False. Containment is Not Specified.]</p>

AccountChangePseudo

Class «struct» in package 'Protocol'

AccountChangePseudo
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ new_pseudo : char Public [Is static False. Containment is Not Specified.]

AccountChangeStatus

Class «struct» in package 'Protocol'

AccountChangeStatus
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ status : Status Public [Is static False. Containment is Not Specified.]

ASSOCIATIONS
✍ Association (direction: Source -> Destination) Source: Public (Class) AccountChangeStatus «struct» Target: Public status (Enumeration) Status «Enumeration»

AccountCreate

Class «struct» in package 'Protocol'

AccountCreate
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ password : char Public [Is static False. Containment is Not Specified.]
◆ username : char Public [Is static False. Containment is Not Specified.]

AccountLogin

Class «struct» in package 'Protocol'

```
#pragma pack(push, 1)
```

AccountLogin

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017**ATTRIBUTES**

◆ password : char Public

[Is static False. Containment is Not Specified.]

◆ username : char Public

[Is static False. Containment is Not Specified.]

CallGroup

Class «struct» in package 'Protocol'

CallGroup

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017**ATTRIBUTES**

◆ group_id : int Public

[Is static False. Containment is Not Specified.]

CallUser

Class «struct» in package 'Protocol'

CallUser

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017**ATTRIBUTES**

◆ username : char Public

[Is static False. Containment is Not Specified.]

GroupAddUser

Class «struct» in package 'Protocol'

GroupAddUser

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017**ATTRIBUTES**

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

GroupDelete

Class «struct» in package 'Protocol'

GroupDelete

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ id : int Public

[Is static False. Containment is Not Specified.]

GroupDeleteUser

Class «struct» in package 'Protocol'

GroupDeleteUser

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

GroupInfo

Class «struct» in package 'Protocol'

GroupInfo

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ id : int Public

[Is static False. Containment is Not Specified.]

◆ name : char Public

[Is static False. Containment is Not Specified.]

◆ usernames : char Public

ATTRIBUTES	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
Association (direction: Source -> Destination) Source: Public (Class) SendGroupInfo «struct» Target: Public info (Class) GroupInfo «struct»	

GroupRemoved

Class «struct» in package 'Protocol'

GroupRemoved
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	[Is static False. Containment is Not Specified.]
group_id : int Public	

GroupRename

Class «struct» in package 'Protocol'

GroupRename
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	[Is static False. Containment is Not Specified.]
id : int Public	
name : char Public	[Is static False. Containment is Not Specified.]

GroupeCreate

Class «struct» in package 'Protocol'

GroupeCreate
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

ATTRIBUTES
<p>◆ username : char Public We add then peoples one by one [Is static False. Containment is Not Specified.]</p>

Message

Class «struct» in package 'Protocol'

Message

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p>◆ author : char Public [Is static False. Containment is Not Specified.]</p>
<p>◆ group_id : int Public [Is static False. Containment is Not Specified.]</p>
<p>◆ id : int Public [Is static False. Containment is Not Specified.]</p>
<p>◆ message : char Public [Is static False. Containment is Not Specified.]</p>
<p>◆ modified : bool Public [Is static False. Containment is Not Specified.]</p>
<p>◆ timestamp : int Public [Is static False. Containment is Not Specified.]</p>
<p>◆ user_id_to : char Public [Is static False. Containment is Not Specified.]</p>

ASSOCIATIONS
<p>◆ Association (direction: Source -> Destination) Source: Public (Class) SendHistoryMsg «struct» Target: Public msgs (Class) Message «struct»</p>

ASSOCIATIONS	
Source: Public (Class) MsgTo «struct»	Target: Public msg (Class) Message «struct»
Association (direction: Source -> Destination)	
Source: Public (Class) UserHasSentMsg «struct»	Target: Public msg (Class) Message «struct»

MsgDelete

Class «struct» in package 'Protocol'

MsgDelete
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
id : int Public	[Is static False. Containment is Not Specified.]

MsgGetGroup

Class «struct» in package 'Protocol'

MsgGetGroup
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
from_id : int Public	[Is static False. Containment is Not Specified.]
nb_msg : int Public	[Is static False. Containment is Not Specified.]
username : char Public	[Is static False. Containment is Not Specified.]

Msg GetUser

Class «struct» in package 'Protocol'

Msg GetUser
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ from_id : int Public	[Is static False. Containment is Not Specified.]
◆ nb_msg : int Public	[Is static False. Containment is Not Specified.]
◆ username : char Public	[Is static False. Containment is Not Specified.]

MsgTo

Class «struct» in package 'Protocol'

MsgTo

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ msg : Message Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✍ Association (direction: Source -> Destination)	
Source: Public (Class) MsgTo «struct»	Target: Public msg (Class) Message «struct»

PacketHeader

Class «struct» in package 'Protocol'

PacketHeader

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ cmd : char Public	[Is static False. Containment is Not Specified.]
◆ data_size : int Public	[Is static False. Containment is Not Specified.]
◆ error : char Public	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ magiccode : int Public	[Is static False. Containment is Not Specified.]
◆ timestamp : int Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
<p>✍ Association (direction: Source -> Destination)</p> <p>Source: Public (Class) ProtocolData «struct»</p>	<p>Target: Public header (Class) PacketHeader «struct»</p>

Plugin

Class «struct» in package 'Protocol'

Plugin
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ description : char Public	[Is static False. Containment is Not Specified.]
◆ name : char Public	[Is static False. Containment is Not Specified.]

PluginMsgToUser

Class «struct» in package 'Protocol'

PluginMsgToUser
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ data : char* Public	[Is static False. Containment is Not Specified.]
◆ pluginName : char Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES

PluginSendMsgToServer

Class «struct» in package 'Protocol'

PluginSendMsgToServer
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ data : char* Public

[Is static False. Containment is Not Specified.]

◆ length : int Public

[Is static False. Containment is Not Specified.]

◆ plugin_name : char Public

[Is static False. Containment is Not Specified.]

ProtocolData

Class «struct» in package 'Protocol'

ProtocolData
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ data : std::string Public

[Is static False. Containment is Not Specified.]

◆ header : PacketHeader Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) ProtocolData «struct»

Target: Public header (Class) PacketHeader «struct»

✍ Association (direction: Source -> Destination)

Source: Public (Class) TCPBoostSession

Target: Private _cmd (Class) ProtocolData «struct»

ASSOCIATIONS

RejectCall

Class «struct» in package 'Protocol'

RejectCall

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

SendFriendList

Class «struct» in package 'Protocol'

Server To Client

SendFriendList

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ fri : char Public

[Is static False. Containment is Not Specified.]

SendGroupInfo

Class «struct» in package 'Protocol'

SendGroupInfo

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ info : GroupInfo Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) SendGroupInfo «struct»

Target: Public info (Class) GroupInfo «struct»

ASSOCIATIONS

SendGroupList

Class «struct» in package 'Protocol'

SendGroupList
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ id : int Public

[Is static False. Containment is Not Specified.]

SendHistoryMsg

Class «struct» in package 'Protocol'

SendHistoryMsg
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ msgs : Message Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) SendHistoryMsg «struct»

Target: Public msgs (Class) Message «struct»

SendUserInfo

Class «struct» in package 'Protocol'

SendUserInfo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ info : UserInfo Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) SendUserInfo «struct»	Target: Public info (Class) UserInfo «struct»

SoundPacket

Class «struct» in package 'Protocol'

SoundPacket
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
magiccode : int Public	[Is static False. Containment is Not Specified.]
size : int Public	[Is static False. Containment is Not Specified.]
sound_data : char* Public	[Is static False. Containment is Not Specified.]
timestamp : int Public	[Is static False. Containment is Not Specified.]

UserAcceptContact

Class «struct» in package 'Protocol'

UserAcceptContact
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
username : char Public	[Is static False. Containment is Not Specified.]

UserAcceptedCall

Class «struct» in package 'Protocol'

UserAcceptedCall
Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ ip : char Public [Is static False. Containment is Not Specified.]
◆ port : int Public [Is static False. Containment is Not Specified.]

UserAddContact

Class «struct» in package 'Protocol'

UserAddContact
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ username : char Public [Is static False. Containment is Not Specified.]

UserCallYou

Class «struct» in package 'Protocol'

UserCallYou
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ caller : char Public [Is static False. Containment is Not Specified.]
◆ ip : char Public [Is static False. Containment is Not Specified.]

UserDeleteContact

Class «struct» in package 'Protocol'

UserDeleteContact
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserDenyContact

Class «struct» in package 'Protocol'

UserDenyContact
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserGetInfoOf

Class «struct» in package 'Protocol'

UserGetInfoOf
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserHasAcceptedFriendRequest

Class «struct» in package 'Protocol'

UserHasAcceptedFriendRequest
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ info : UserInfo Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

ASSOCIATIONS

Source: Public (Class) UserHasAcceptedFriendRequest «struct» Target: Public info (Class) UserInfo «struct»

UserHasChangePseudo

Class «struct» in package 'Protocol'

UserHasChangePseudo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ pseudo : char Public

[Is static False. Containment is Not Specified.]

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserHasChangeStatus

Class «struct» in package 'Protocol'

UserHasChangeStatus
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserHasSentFriendRequest

Class «struct» in package 'Protocol'

UserHasSentFriendRequest
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserHasSentMsg

Class «struct» in package 'Protocol'

UserHasSentMsg

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ msg : Message Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

↙ Association (direction: Source -> Destination)

Source: Public (Class) UserHasSentMsg «struct»

Target: Public msg (Class) Message «struct»

UserInfo

Class «struct» in package 'Protocol'

UserInfo

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ city : char Public

[Is static False. Containment is Not Specified.]

◆ langue : char Public

[Is static False. Containment is Not Specified.]

◆ mail : char Public

[Is static False. Containment is Not Specified.]

◆ motd : char Public

[Is static False. Containment is Not Specified.]

◆ phone : char Public

[Is static False. Containment is Not Specified.]

◆ pseudo : char Public

[Is static False. Containment is Not Specified.]

◆ status : Status Public

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ username : char Public	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) UserInfo «struct»	Target: Public status (Enumeration) Status «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) AccountChangeInfo «struct»	Target: Public info (Class) UserInfo «struct»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) SendUserInfo «struct»	Target: Public info (Class) UserInfo «struct»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) UserHasAcceptedFriendRequest «struct»	Target: Public info (Class) UserInfo «struct»

VideoPacket

Class «struct» in package 'Protocol'

VideoPacket
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ magiccode : int Public	[Is static False. Containment is Not Specified.]
◆ size : int Public	[Is static False. Containment is Not Specified.]
◆ timestamp : int Public	[Is static False. Containment is Not Specified.]
◆ video_data : char* Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES

ClientToClient

Enumeration «Enumeration» in package 'Protocol'

ClientToClient
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ AUDIO : Public = 0 [Is static False. Containment is Not Specified.]
◆ VIDEO : Public = 1 [Is static False. Containment is Not Specified.]

ClientToServer

Enumeration «Enumeration» in package 'Protocol'

ClientToServer
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ ACCOUNT_CREATE : Public = 0 [Is static False. Containment is Not Specified.]
◆ ACCOUNT_LOGIN : Public = 1 [Is static False. Containment is Not Specified.]
◆ ACCOUNT_CHANGE_PASS : Public = 2 [Is static False. Containment is Not Specified.]
◆ ACCOUNT_DELETE : Public = 3 [Is static False. Containment is Not Specified.]
◆ ACCOUNT_CHANGE_PSEUDO : Public = 4 [Is static False. Containment is Not Specified.]
◆ ACCOUNT_CHANGE_STATUS : Public = 5 [Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ ACCOUNT_CHANGE_MOTD : Public = 6 [Is static False. Containment is Not Specified.]
◆ ACCOUNT_CHANGE_INFO : Public = 7 [Is static False. Containment is Not Specified.]
◆ USER_GET_ALL_FRIENDS : Public = 20 [Is static False. Containment is Not Specified.]
◆ USER_ADD_CONTACT : Public = 21 [Is static False. Containment is Not Specified.]
◆ USER_ACCEPT_CONTACT : Public = 22 [Is static False. Containment is Not Specified.]
◆ USER_DENY_CONTACT : Public = 23 [Is static False. Containment is Not Specified.]
◆ USER_DELETE_CONTACT : Public = 24 [Is static False. Containment is Not Specified.]
◆ USER_GET_INFO_OF : Public = 25 [Is static False. Containment is Not Specified.]
◆ USER_GET_PENDING_INVITES : Public = 26 [Is static False. Containment is Not Specified.]
◆ GROUP_CREATE : Public = 40 [Is static False. Containment is Not Specified.]
◆ GROUP_GET_LIST : Public = 41 [Is static False. Containment is Not Specified.]
◆ GROUP_ADD_USER : Public = 42 [Is static False. Containment is Not Specified.]
◆ GROUP_DELETE_USER : Public = 43 [Is static False. Containment is Not Specified.]
◆ GROUP_RENAME : Public = 44 [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ GROUP_DELETE : Public = 45	[Is static False. Containment is Not Specified.]
◆ GROUP_INFO : Public = 46	[Is static False. Containment is Not Specified.]
◆ MSG_GET_USER : Public = 60	[Is static False. Containment is Not Specified.]
◆ MSG_GET_GROUP : Public = 61	[Is static False. Containment is Not Specified.]
◆ MSG_DELETE : Public = 62	[Is static False. Containment is Not Specified.]
◆ MSG_TO : Public = 63	[Is static False. Containment is Not Specified.]
◆ CALL_USER : Public = 80	[Is static False. Containment is Not Specified.]
◆ CALL_GROUP : Public = 81	[Is static False. Containment is Not Specified.]
◆ CALL_HANG : Public = 82	[Is static False. Containment is Not Specified.]
◆ CALL_ACCEPT : Public = 83	[Is static False. Containment is Not Specified.]
◆ CALL_DENY : Public = 84	[Is static False. Containment is Not Specified.]
◆ PLUGIN_SEND_MSG_TO_SERVER : Public = 100	[Is static False. Containment is Not Specified.]

ErrorCodes

Enumeration «Enumeration» in package 'Protocol'

ErrorCodes
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ OK : Public = 0 [Is static False. Containment is Not Specified.]
◆ INCORRECT_LOGIN_OR_PASSWORD_FORMAT : Public = 1 [Is static False. Containment is Not Specified.]
◆ BAD_PASSWORD_OR_LOGIN : Public = 2 [Is static False. Containment is Not Specified.]
◆ USER_ALREADY_EXIST : Public = 20 [Is static False. Containment is Not Specified.]
◆ USER_DONT_EXIST : Public = 21 [Is static False. Containment is Not Specified.]
◆ USER_OFFLINE : Public = 22 [Is static False. Containment is Not Specified.]
◆ USER_ALREADY_IN_GROUP : Public = 23 [Is static False. Containment is Not Specified.]
◆ USER_ALREADY_YOUR_FRIEND : Public = 24 [Is static False. Containment is Not Specified.]
◆ USER_REJECTED_CALL : Public = 25 [Is static False. Containment is Not Specified.]
◆ GROUP_DONT_EXIST : Public = 40 [Is static False. Containment is Not Specified.]
◆ MESSAGE_DONT_EXIST : Public = 60 [Is static False. Containment is Not Specified.]
◆ CANT_MESSAGE_YOURSELF : Public = 61 [Is static False. Containment is Not Specified.]
◆ CANT MODIFY_ANOTHER_USER_MESSAGE : Public = 62 [Is static False. Containment is Not Specified.]
◆ CANT_CALL_YOURSELF : Public = 80 [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ USER_ALREADY_IN_CALL : Public = 81	[Is static False. Containment is Not Specified.]
◆ UNKNOWN_ERROR : Public = 100	[Is static False. Containment is Not Specified.]
◆ BAD_COMMAND : Public = 101	[Is static False. Containment is Not Specified.]

ServerToClient

Enumeration «Enumeration» in package 'Protocol'

ServerToClient
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ USER_CALL_YOU : Public = 0	[Is static False. Containment is Not Specified.]
◆ USER_ACCEPTED_CALL : Public = 1	[Is static False. Containment is Not Specified.]
◆ USER_HANGED_CALL : Public = 3	[Is static False. Containment is Not Specified.]
◆ USER_SEND_MSG : Public = 4	[Is static False. Containment is Not Specified.]
◆ USER_HAS_SENT_FRIEND_REQUEST : Public = 5	[Is static False. Containment is Not Specified.]
◆ USER_HAS_ACCEPTED_FRIEND : Public = 6	[Is static False. Containment is Not Specified.]
◆ USER_HAS_CHANGE_STATUS : Public = 7	[Is static False. Containment is Not Specified.]
◆ USER_HAS_CHANGE_PSEUDO : Public = 8	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ SEND_USER_LIST : Public = 20	[Is static False. Containment is Not Specified.]
◆ SEND_USER_INFO : Public = 21	[Is static False. Containment is Not Specified.]
◆ SEND_GROUP_INFO : Public = 22	[Is static False. Containment is Not Specified.]
◆ SEND_GROUP_LIST : Public = 23	[Is static False. Containment is Not Specified.]
◆ SEND_HISTORY_MSG : Public = 24	[Is static False. Containment is Not Specified.]
◆ GROUP_DELETED : Public = 40	[Is static False. Containment is Not Specified.]
◆ PLUGIN_MSG : Public = 60	[Is static False. Containment is Not Specified.]
◆ ERROR : Public = 80	[Is static False. Containment is Not Specified.]

Status

Enumeration «Enumeration» in package 'Protocol'

Status	Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017.	Last modified 11/10/2017

ATTRIBUTES	
◆ DISCONNECTED : Public = 0	[Is static False. Containment is Not Specified.]
◆ CONNECTED : Public	[Is static False. Containment is Not Specified.]
◆ BUSY : Public	[Is static False. Containment is Not Specified.]
◆ DONT_BOTHER : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
[Is static False. Containment is Not Specified.]	
◆ INVISIBLE : Public	
[Is static False. Containment is Not Specified.]	
ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) AccountChangeStatus «struct»	Target: Public status (Enumeration) Status «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) UserInfo «struct»	Target: Public status (Enumeration) Status «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) UserInfo «struct»	Target: Public status (Enumeration) Status «Enumeration»

Server

Package in package 'Babel Server'



LINKS TO OTHER PACKAGES		
 Dependency from 'Plugin' Package to 'Server' Package	Direction:	Source -> Destination
 Dependency from 'Database' Package to 'Server' Package	Direction:	Source -> Destination
 Dependency from 'Network' Package to 'Server' Package	Direction:	Source -> Destination

Server diagram

Class diagram in package 'Server'

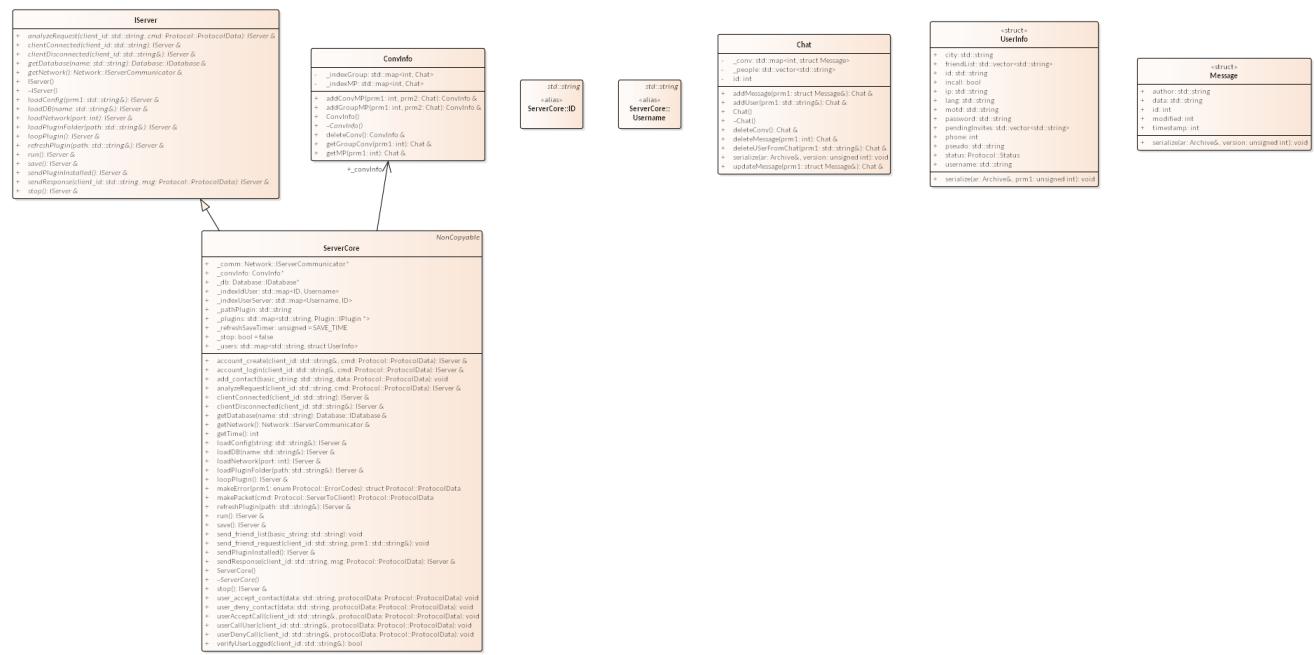


Figure 7: Server

Chat

Class in package 'Server'

Chat

ATTRIBUTES	
◆ _conv : std::map<int, struct Message>	Private [Is static False. Containment is Not Specified.]
◆ _people : std::vector<std::string>	Private [Is static False. Containment is Not Specified.]
◆ id : int	Private [Is static False. Containment is Not Specified.]
OPERATIONS	
◆ addMessage (prm1 : struct Message&)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addUser (prm1 : std::string&)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Chat ()	: Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Chat ()	: Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteConv ()	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteMessage (prm1 : int)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteUSeRFromChat (prm1 : std::string&)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ serialize (ar : Archive&, version : unsigned int)	: void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updateMessage (prm1 : struct Message&)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ConvInfo

Class in package 'Server'

ConvInfo

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ _indexGroup : std::map<int, Chat> Private

[Is static False. Containment is Not Specified.]

◆ _indexMP : std::map<int, Chat> Private

(username le plus bas dans l'alphabet + autre username + sha())

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) ServerCore

Target: Public _convInfo (Class) ConvInfo

OPERATIONS

◆ addConvMP (prm1 : int , prm2 : Chat) : ConvInfo & Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ addGroupMP (prm1 : int , prm2 : Chat) : ConvInfo & Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ConvInfo () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ~ConvInfo () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ deleteConv () : ConvInfo & Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ getGroupConv (prm1 : int) : Chat & Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ getMP (prm1 : int) : Chat & Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

IServer

Class in package 'Server'

@brief Interface for the Server

IServer

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS
⇒ Generalization from ServerCore to IServer [Direction is 'Source -> Destination'.]

OPERATIONS
◆ analyzeRequest (client_id : std::string , cmd : Protocol::ProtocolData) : IServer & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ clientConnected (client_id : std::string) : IServer & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ clientDisconnected (client_id : std::string&) : IServer & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ getDatabase (name : std::string) : Database::IDatabase & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ getNetwork () : Network::IServerCommunicator & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ IServer () : Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~IServer () : Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆ loadConfig (prm1 : std::string&) : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ loadDB (name : std::string&) : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ loadNetwork (port : int) : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ loadPluginFolder (path : std::string&) : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ loopPlugin () : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ refreshPlugin (path : std::string&) : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ run () : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ save () : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ sendPluginInstalled () : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ sendResponse (client_id : std::string , msg : Protocol::ProtocolData) : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ stop () : IServer & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

Message

Class «struct» in package 'Server'

Message
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ author : std::string Public	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ data : std::string Public	[Is static False. Containment is Not Specified.]
◆ id : int Public	[Is static False. Containment is Not Specified.]
◆ modified : int Public	[Is static False. Containment is Not Specified.]
◆ timestamp : int Public	[Is static False. Containment is Not Specified.]

OPERATIONS	
◆ serialize (ar : Archive& , version : unsigned int) : void Public	
Properties:	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ServerCore

Class in package 'Server'

ServerCore
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends IServer, NonCopyable

ELEMENTS OWNED BY ServerCore	
█ ID : Class «alias»	
█ Username : Class «alias»	

OUTGOING STRUCTURAL RELATIONSHIPS	
↳ Generalization from ServerCore to IServer	[Direction is 'Source -> Destination'.]
↳ Generalization from ServerCore to NonCopyable	[Direction is 'Source -> Destination'.]

ATTRIBUTES	
◆ _comm : Network::I ServerCommunicator*	Public [Is static False. Containment is Not Specified.]
◆ _convInfo : ConvInfo*	Public [Is static False. Containment is Not Specified.]
◆ _db : Database::IDatabase*	Public [Is static False. Containment is Not Specified.]
◆ _indexIdUser : std::map<ID, Username>	Public [Is static False. Containment is Not Specified.]
◆ _indexUserServer : std::map<Username, ID>	Public @brief Map of username linked with the id on the server [Is static False. Containment is Not Specified.]
◆ _pathPlugin : std::string	Public [Is static False. Containment is Not Specified.]
◆ _plugins : std::map<std::string, Plugin::IPlugin * >	Public [Is static False. Containment is Not Specified.]
◆ _refreshSaveTimer : unsigned	Public = SAVE_TIME [Is static False. Containment is Not Specified.]
◆ _stop : bool	Public = false [Is static False. Containment is Not Specified.]
◆ _users : std::map<std::string, struct UserInfo>	Public [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ServerCore	Target: Public _db (Class) IDatabase
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ServerCore	Target: Public _convInfo (Class) ConvInfo

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) ServerCore	
Target: Public _comm (Class) IServerCommunicator	
OPERATIONS	
account_create (client_id : std::string& , cmd : Protocol::ProtocolData) : IServer & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
account_login (client_id : std::string& , cmd : Protocol::ProtocolData) : IServer & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
add_contact (basic_string : std::string , data : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
analyzeRequest (client_id : std::string , cmd : Protocol::ProtocolData) : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
clientConnected (client_id : std::string) : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
clientDisconnected (client_id : std::string&) : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
getDatabase (name : std::string) : Database::IDatabase & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
getNetwork () : Network::IServerCommunicator & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
getTime () : int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

OPERATIONS
❖ loadConfig (string : std::string&) : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ loadDB (name : std::string&) : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ loadNetwork (port : int) : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ loadPluginFolder (path : std::string&) : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ loopPlugin () : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ makeError (prm1 : enum Protocol::ErrorCodes) : struct Protocol::ProtocolData Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ makePacket (cmd : Protocol::ServerToClient) : Protocol::ProtocolData Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ refreshPlugin (path : std::string&) : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ run () : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ save () : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ send_friend_list (basic_string : std::string) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ send_friend_request (client_id : std::string , prm1 : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ sendPluginInstalled () : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ sendResponse (client_id : std::string , msg : Protocol::ProtocolData) : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ServerCore () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~ServerCore () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ stop () : IServer & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ user_accept_contact (data : std::string , protocolData : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ user_deny_contact (data : std::string , protocolData : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ userAcceptCall (client_id : std::string& , protocolData : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ userCallUser (client_id : std::string& , protocolData : Protocol::ProtocolData) : void Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ userDenyCall (client_id : std::string& , protocolData : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
❖ verifyUserLogged (client_id : std::string&) : bool Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ID

Class «alias» owned by 'ServerCore', in package 'Server'

ID
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends std::string

Username

Class «alias» owned by 'ServerCore', in package 'Server'

Username
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends std::string

Userinfo

Class «struct» in package 'Server'

Userinfo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
❖ city : std::string Public [Is static False. Containment is Not Specified.]
❖ friendList : std::vector<std::string> Public [Is static False. Containment is Not Specified.]
❖ id : std::string Public [Is static False. Containment is Not Specified.]
❖ incall : bool Public

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ ip : std::string Public	[Is static False. Containment is Not Specified.]
◆ lang : std::string Public	[Is static False. Containment is Not Specified.]
◆ motd : std::string Public	[Is static False. Containment is Not Specified.]
◆ password : std::string Public	[Is static False. Containment is Not Specified.]
◆ pendingInvites : std::vector<std::string> Public	[Is static False. Containment is Not Specified.]
◆ phone : int Public	[Is static False. Containment is Not Specified.]
◆ pseudo : std::string Public	[Is static False. Containment is Not Specified.]
◆ status : Protocol::Status Public	[Is static False. Containment is Not Specified.]
◆ username : std::string Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination) Source: Public (Class) UserInfo «struct» Target: Public status (Enumeration) Status «Enumeration»	

OPERATIONS	
◆ serialize (ar : Archive&, prm1 : unsigned int) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

