

Req: get_board_ids

Resp: board_ids [id1] [id2] [id3]

Req: set_username [newUserName]

Resp (to all users in board): users_for_board [boardID] [userName1] [userName2]...

Resp (to users who made request): done

Req: create_board [boardName]

Resp (to all other users): board_ids [id1] [id2] [id3]

Resp (to user who made request): done

Req: get_current_board_id

Resp: current_board_id [boardID]

Req: get_users_for_board_id [boardID]

Resp: users_for_board [boardID] [userName1] [userName2]...

Req: join_board_id [boardID]

Resp (to all users in board): users_for_board [boardID] [userName1] [userName2]...

Resp (to user who made request): board_lines [x1] [y1] [x2] [y2] [strokeThickness] [r] [g] [b] [a]
[x1] [y1] [x2] [y2] [strokeThickness] [r] [g] [b] [a] [x1] [y1] [x2] [y2] [strokeThickness] [r] [g] [b] [a]
[x1] [y1] [x2] [y2] [strokeThickness] [r] [g] [b] [a]...

Req: logout

Resp (to all users in board): users_for_board [boardID] [userName1] [userName2]...

Resp (to user who made request): logged_out

Req: get_users_in_my_board

Resp: users_for_board [boardID] [userName1] [userName2]...

(if not in a board): failed

Req: leave_board

Resp (to all users in board): users_for_board [boardID] [userName1] [userName2]...

Resp (to user who made request): done

Req: req_draw [x1] [y1] [x2] [y2] [strokeThickness] [r] [g] [b] [a]

Resp (to all users in board): draw [x1] [y1] [x2] [y2] [strokeThickness] [r] [g] [b] [a]

(if not in a board): failed