**Message Protocol Table**

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| **Sender** | **Message(Object class)** | **Destination** | **Description** |
| ServerListener | HandshakePacket | * AlarmListener * CameraListener | Confirms communication with clients.  (HandshakePacket.success = true, shows success in receiving connection acknowledgement) |
| ServerListener | AlertPacket | AlarmListener | Sets off alarm when AlertPacket.alarmOn = false and alarmOn set to true (and vice versa) |
| ServerListener | SnapshotPacket | CameraListener | Uninitialised SnapshotPacket object sent to CameraListener to signify request of snapshot from camera |
| ServerListener | MotorPacket | CameraListener | MotorPacket with Boolean direction defined(such that false = left & true = right) to state the way the camera should move |
| AlarmListener | AuthenticationPacket | ServerListener | To confirm connection to server |
| AlarmListener | MessagePacket | ServerListener | Sends the name(stored in MessagePacket.name) for the server to give the AlarmClient & Server connection(It is called “Alarm” at the moment) |
| CameraListener | AuthenticationPacket | ServerListener | To confirm connection to server |
| CameraListener | MessagePacket | ServerListener | Sends the name(stored in MessagePacket.name) for the server to give the CameraClient & Server connection(It is called “Camera” at the moment) |
| CameraListener | SnapshotPacket | ServerListener | Sending image of snapshot from surveillance.  If SnapshotPacket.alert = true, snapshot is due to intrusion, otherwise it is due to user request |