

## Messenger Server

Communication protocol

REGISTER	<i>username</i>		<b>1000</b> Registered user correctly <b>1001</b> Invalid username <b>1002</b> Username already exist <b>1003</b> User already registered
SENDALL	<i>message</i>		<b>2000</b> Public message sent <b>2001</b> Public message not send
SEND	<i>Username_dest</i>	<i>message</i>	<b>4000</b> Private message sent <b>4001</b> Private message not send
GETNUMOFUSERS			<b>3000</b> <i>Number_of_registered_users</i>
GETMYUSERNAME			<b>6000</b> <i>My_username</i> <b>6001</b> Unregistered user
GETUSERNAMES			<b>5000</b> <i>username1;...;usernameN</i> <b>5001</b> No registered users
QUIT			

# Messenger Server

Communication protocol

**2010** *username\_source public\_message*

**4010** *username\_source private\_message*

**5000** *username1;username2;...;usernameN*