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Technical Specifications

Requirements

Come up with a specification for your

(1) Datastore models,

Unique Object:

object: string

value: string

Prefix, Body, Suffix Object:

name: string

randomFloat: float

User Object:

nickname: keyName

usage: boolean

(2) anything you plan to store persistently on the client

Nothing. Each instance starts fresh as a new client.

(3) protocols / APIs that you will use between your HTML5 app and App Engine app.

API

Push Notification

Adrenaline Web Push

Appengine Email

Protocols

/index

GET -> none

returns -> nickname: string

Returns the randomly generated nickname. Used to create a new chat instance. This nickname is claimed by this chat instance, barring any other app instance from using it.

/email

POST->log: string, address: string, nickname: string

returns-> n/a

Sends an email of the chatlog to the specified address. Useful when wish to permanently record a librarian's response.

/disconnect

POST->from: string

returns-> n/a

Disconnects from the XMPP server and releases the nickname of the Patron from use.