
Open Air POS

Documentation

PacketManager

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1 PacketManager

1.1 PacketType

PacketType is an header used to identify what type of data are send.

```
enum PacketType {  
    String,  
    Order,  
    Who,  
    Ack  
}
```

- String
is normally not used, but it's here for testing purpose.
- Order
is used to send an Order object.
- Who is used to make identification between two devices
in the future, it will be used to “draw” a map of the network,
in the case of a “mesh” network to generate routing table.
- Ack
is used to acknowledge a received packet by the id of the packet transmitted.

1.2 Communication scenario

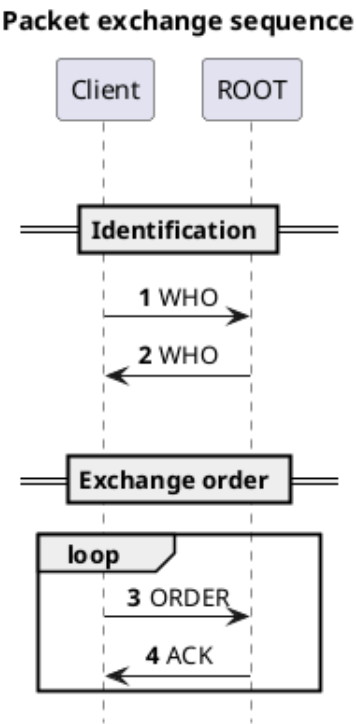


Figure 1: UML : Packet exchange

1.3 Packet structure

-----	-----	-----	-----	-----
recipient	source	id	type	data
-----	-----	-----	-----	-----