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| --- | --- | --- | --- |
| MessageID | Description | From | Objects |
| 1 | A new client connects to the server | Client | string name |
| 2 | Server ack clients initial connect | Server | ClientInterval currentInterval + ClientId |
| 3 | Time update | Server | DateTime currentBeursfuifTime |
| 4 | Ack time update | Client | String authenticationCode |
| 5 | New order | Client | ClientOrder order |
| 6 | Ack new order | Server | String authenticationCode |
| 7 | Update/Latest drinks | Server | ClientInterval newInterval |
| 8 | Ack update drinks | Client | String authenticationCode |
| 9 | Request for currentInterval | Client | None |
| 10 | Kick client | Server | None |
| 11 | Leaves Server | Client | None |
| 12 | Drink available changed | Server | Int drinkId, Client Drink clientDrink, bool available |
| 13 | Ack Drink available changed | Client | String auth code |

Beursfuif Client-Server Protocol

Notes: 4,6 require one side to set a timer, if the ack doesn’t fall between the connection is lost