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waiter

## Class WaiterMessageSender

```
java.lang.Object
  java.lang.Thread
    waiter.WaiterMessageSender
```

### All Implemented Interfaces:

```
java.lang.Runnable
```

---

```
public class WaiterMessageSender
  extends java.lang.Thread
```

Used to Send messages to the message controller to be forwarded to the correct employee.

### Author:

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### *Nested Class Summary*

#### Nested classes/interfaces inherited from class java.lang.Thread

```
java.lang.Thread.State, java.lang.Thread.UncaughtExceptionHandler
```

### *Field Summary*

#### Fields inherited from class java.lang.Thread

```
MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY
```

### *Constructor Summary*

#### Constructors

##### Constructor and Description

```
WaiterMessageSender(java.net.Socket listener, long empID)
```

Constructor

## Method Summary

### All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method and Description
void	<b>sendMessage</b> ( <b>Message</b> m)  Sends message out to Message controller Automatically will fill in senderInfo with waiter's position and id.

### Methods inherited from class java.lang.Thread

activeCount, checkAccess, countStackFrames, currentThread, destroy, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, resume, run, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, stop, suspend, toString, yield

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

## Constructor Detail

### WaiterMessageSender

```
public WaiterMessageSender(java.net.Socket listener,  
                           long empID)
```

#### Constructor

##### Parameters:

listener - - socket to be used

empID - - waiter's employee id

## Method Detail

### sendMessage

```
public void sendMessage(Message m)
```

Sends message out to Message controller Automatically will fill in senderInfo with waiter's position and id.

**Parameters:**

m - - message to send

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