OVERVIEW PACKAGE CLASS USE TREE DEPRECATED INDEX HELP

PREV CLASS **NEXT CLASS**   FRAMES NO FRAMES   ALL CLASSES

SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

messageController

Class Message

java.lang.Object
        messageController.Message

```
public class Message
extends java.lang.Object
```

Data structure used to represent a message. Used for communication between tablets. Consists of sender info which lets the MC know who is sending the message and Receiver info which lets the MC know who to send the message to.

Author:

cms549

Field Summary

Fields

Modifier and Type	Field and Description
java.lang.String	**content** Actual message to be forwarded
long	**receiverEmpID** Receiver info: employee's unique id
char	**receiverPosition** Receiver info: position of employee
long	**senderEmpID** Sender info: employee's unique id
char	**senderPosition** Sender info: position of employee

Constructor Summary

Constructors

Constructor and Description

Message()

Empty constructor

Message(char recPos, long recID, java.lang.String mess)

Creates a new message

Method Summary

All Methods   **Static Methods**   **Instance Methods**   **Concrete Methods**

Modifier and Type	Method and Description
static **Message**	**fromString**(java.lang.String string)
java.lang.String	**toString**() Makes the message into a string so it can be sent over a socket.

Methods inherited from class java.lang.Object

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

Field Detail

senderPosition

public char senderPosition

Sender info: position of employee

senderEmpID

public long senderEmpID

Sender info: employee's unique id

receiverPosition

public char receiverPosition

Receiver info: position of employee

receiverEmpID

```
public long receiverEmpID
```

Receiver info: employee's unique id

content

```
public java.lang.String content
```

Actual message to be forwarded

Constructor Detail

Message

```
public Message(char recPos,
               long recID,
               java.lang.String mess)
```

Creates a new message

Parameters:

```
recPos - - receiver's position
```

```
recID - - receiver's employee id
```

```
mess -
```

Message

```
public Message()
```

Empty constructor

Method Detail

toString

```
public java.lang.String toString()
```

Makes the message into a string so it can be sent over a socket.

Overrides:

```
toString in class java.lang.Object
```

fromString

```
public static Message fromString(java.lang.String string)
```

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