

# Encoding and Decoding Data

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# Overview



In the previous code use **'String'** as the message type

- Not very flexible

**Java Web Sockets can map messages onto data types**

- Use JSON, XML or anything else

```
class ChatEndpoint implements MessageHandler.Whole<Message>
```

## Handle Messages

**Send message as JSON**

**Implement a MessageHandler for the message type**



```
@ServerEndpoint(value = "/websocket/chat",  
                decoders = MessageDecoder.class,  
                encoders = MessageEncoder.class)
```

## Handle Messages

**Provide a decoder and an encoder**



# Summary



## Handling messages

- Encoding a Message
- Decoding a Message
- Handling JSON

