|  |  |  |  |
| --- | --- | --- | --- |
| Data | Data Length | Code Byte | Title |
| {  Username: "?"  Password: "?"  } | Byte 1 – Username  Byte 2 - Password | I | Login |
| {  Username: "?"  Password: "?"  Email: "?"  } | Byte - Username  Byte - Password  Byte - Email | U | Signup |
| {  username: |  | O | Logout |
| {  username: |  | X | Exit |
| 0/1 bin |  | i | Login Response |
| 0/1 bin |  | u | Signup Response |
|  |  | e | Error |
| 0/1 bin |  | o | Logout Response |
|  |  |  |  |

**פרוטוקול טריוויה- איליי נתאי ורז**

\*בכל בקשה אורך המידע מיוצג באמצעות שלושה בתים של אורך שמופיעים לאחר הבית הראשון שמייצג את סוג הבקשה

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | G | Get Rooms |
| ? | Byte 1 – Room ID | P | Get Players in Room |
|  |  | H | Get High Scores |
| ? | Byte 1 – Room ID | J | Join Room |
| {  RoomName:"?"  MaxUsers"?"  QuestionsCount:"?"  AnswerTime:"?"  } | Byte - Room Name  Byte - Max Users  Byte - Questions Count  Byte – Answer Time | C | Create Room |
|  |  | M | My Status |
| {  length: number of names  Rooms[  "name":id  …  …  ]  } | Byte 1 – Status  Byte 2 – Number of Bytes  <vector> Bytes  … | g | Get Room Response |
| {  length: number of names  Names[  "name"  …  ]  } | Byte - Number of Bytes  <vector> Bytes | p | Get Players in Room Response |
| Status:(0/1) | Byte 1 - Status | j | Join Room Response |
| Status:(0/1) | Byte 1 - Status | c | Create Room Response |
| {  length: number of names  Highscores[  "name":score  ...  ...  ]  } | Byte - Status  Byte - Number of Bytes  <vector>Bytes | h | High Score Response |
| {  NumberOfGames:"1"  NumRight:"4"  NumWrong:"1"  AvgTimePerAns:"1"  } | Byte- Number of Games Length  Byte- Num Right  Byte- Num Wrong  Byte- Avg Time Per Ans Length | m | My Status Response |
|  |  | D | Close Room |
|  |  | S | Start Game |
|  |  | R | Get Room State |
|  |  | L | Leave Room |
|  | Byte - Status | d | Close Room Response |
|  | Byte - Status | s | Start Game Response |
| {  Status:"1"  HasStarted:"1"  QuestionCount:"4"  AnswerTimeout:"1"  length:number of names (string not ascii)  Names[  "name"  "name"  ]  } | Byte- Status Length  Byte-HasStarted Length  Byte- Question Count Byte- Answer Time Out Length  Byte- Length of Length | r | Get Room State Response |
|  | Byte – Status | l | Leave Room Response |

|  |  |  |  |
| --- | --- | --- | --- |
| Submit Answer Request | A | Byte - Answer ID (1-4) | 1-4 |
| Get Question Response | q |  | {  Status: "1",  Question: "?"  Answers:  {  "1": "answer",  "2": "answer",  "3": "answer",  }  } |
| Submit Answer Response | a | Byte1 – Status  Byte2 – Correct Answer ID (1-4) | {  Status:"1",  CorrectAnswerId:"1",  } |
| Get Game Results Response | z |  | {  Status: "1",  Results:  [  {  username: "",  correctAnswerCount: "",  }  {  username: "",  correctAnswerCount: "",  }  ]  } |
| Leave GameResponse | w | Byte 1 status | (1/0) |