|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| data | dataLength | Length- 3 byte | bin | Code - byte | title |
| {  Username: ?  Password: ?  } | Byte 1 – username  Byte 2 - password |  | 01001001 | I | login |
| {  Username: ?  Password: ?  Email: ?  } | Byte 1 – username  Byte 2 – password  Byte 3 - email |  | 01010101 | U | signup |
|  |  | 000 |  | O | logout |
|  |  | 000 | 01011000 | X | exit |
| 0/1 bin |  | 001 | 01101001 | i | LoginResponse |
| 0/1 bin |  | 001 | 01110101 | u | SignupResponse |
|  |  | 000 | 01100101 | e | error |
|  |  | 000 | 01111000 | x | exit(server) |
|  |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | 000 |  | G | GetRooms |
| ? | Byte 1 – RoomId | 001 |  | P | GetPlayersInRoom |
|  |  | 000 |  | H | GetHighScores |
| ? | Byte 1 – RoomId | 001 |  | J | JoinRoom |
| {  RoomName:?  MaxUsers:?  QuestionsCount:?  AnswerTime:?  } | Byte 1 – roomName  Byte 2 – maxUsers  Byte 3 – questionsCount  Byte 4 - answerTime |  |  | C | CreateRoom |
|  |  |  |  |  |  |
| {  length: number of rooms  Rooms:[  "name":1  "name":2  "name":3  ]} | Byte 1 – status  Byte 2 – number of Bytes  <vector> Bytes  … |  |  | g | GetRoomResponse |
| {  length: number of names  names:[  …  …  …  ]  } | Byte 1 – number of bytes  <vector> Bytes |  |  | p | GetPlayersInRoomResponse |
| Status:(0/1) | Byte 1 - status | 001 |  | j | joinRoomResponse |
| Status:(0/1) | Byte 1 - status | 001 |  | c | CreateRoomResponse |
| {  Status:(0/1)  <vector>HighScore  } | Byte 1 – status  Byte 2 – number of Bytes  <vector>Bytes |  |  | h | highScoreResponse |