Interface

Server Login Service

The interface between the server and client which allows clients send login request to server.

When user logs in successfully, the user will be assigned a token, which is a unique ID of current session. Whenever the user sends an action to the server, the token must be attached as the authentication.

Message

{

username: string,

password: string,

action: int

}

Return

{

status: {

type: string,

code: int,

error: Boolean

}

session\_token: string

}

Example Request

Send

{

“username”: “test”,

“password”: “donttellothers”,

“action”: 101

}

Return

{

"status": {

"type": "success",

"code": 200,

"error": false

}

"session\_token": "9x8869x31134x7906x6x54474x21x18xxx90857x"

}

Server Messaging Service

The interface between the server and client which allows clients send message to others.

The user must be assigned a token first, or log in will be failed.

Message

{

session\_token: string,

action: int

destination: string

message: string

}

Return

{

status: {

type: string,

code: int,

error: Boolean

}

}

Example Request

Send

{

“session\_token”: “9x8869x31134x7906x6x54474x21x18xxx90857x”

“action”: 201

“destination”: “zirenxiao”

“message”: “have you seen my beer Tibbers?”

}

Return

{

"status": {

"type": "success",

"code": 200,

"error": false

}

}

Client Register Service

The interface between the server and client which allows clients to create a new account in database.

Message

{

username: string,

password: string,

client\_ip: string,

email: string,

name: string,

date\_of\_birth: int,

action: int

}

Return

{

status: {

type: string,

code: int,

error: Boolean

}

}

Example Request

Send

{

“username”: “test”,

“password”: “donttellothers”,

“client\_ip”: “192.168.1.1”,

“email”: “[auser@catchmeifyoucan.com](mailto:auser@catchmeifyoucan.com)”,

“name”: “tester”,

“date\_of\_birth”: “16920820”

“action”: 100

}

Return

{

"status": {

"type": "success",

"code": 201,

"error": false

}

}