The Client-Server Protocol

The client will communicate through commands sent to and from the server, and the server will push updates to the client. In this manner, whenever a change occurs to the actual chat, the server will push this change to each client connected to a chat. The client can send the following commands: login, create conversation, end conversation, join conversation, send message. The client grammar will then be the defined by the following:

Message := UserId \s Command \n

Command := Login | Create | End | Join | Send

Login := “Login”

Create := “Create” \s (“User:” UserID \s)+

End := “End” \s “ChatId:” ChatId

Join := “Join” \s “ChatId:” ChatId

Send := “Send” \s “ChatId:” ChatdId \s Text

UserId := Integer+

ChatId := Integer+

Text := .\*