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 1: /** Constants and Class Methods for Java Chat Clients and Server.
 2:  *
 3:  * The protocol:
 4:  *        --> Lusername
 5:  *  --> Btext_to_broadcast
 6:  *        --> Musername\Message
 7:  *        --> Q
 8:  *  <-- any text to be displayed.
 9:  *
10:  * @author Ian Darwin
11:  * @version $Id: Chat.java,v 1.1 2004/09/11 14:07:24 ian Exp $
12:  */
13: public class Chat {
14:
15:          // These are the first character of messages from client to server
16:
17:          public static final int PORTNUM = 9999;
18:          public static final int MAX_LOGIN_LENGTH = 20;
19:          public static final char SEPARATOR = '\\';
20:          public static final char COMMAND = '\\';
21:          public static final char CMD_LOGIN = 'L';
22:          public static final char CMD_QUIT  = 'Q';
23:          public static final char CMD_MESG  = 'M';
24:          public static final char CMD_BCAST = 'B';
25:
26:          // These are the first character of messages from server to client
27:
28:          public static final char RESP_PUBLIC = 'P';
29:          public static final char RESP_PRIVATE = 'M';
30:          public static final char RESP_SYSTEM = 'S';
31:
32:          // TODO in main loop:
33:          // if (text.charAt(0) == '/')
34:          //          send(text);
35:          // else send("B"+text);
36:
37:          public static boolean isValidLoginName(String login) {
38:                  // check length
39:                  if (login.length() > MAX_LOGIN_LENGTH)
40:                          return false;
41:
42:                  // check for bad chars
43:                  // if (contains bad chars)
44:                  //      return false
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45:
46:                    // Passed above tests, is OK
47:                    return true;
48:            }
49: }
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