# CP12: <Chat> Protocol Part 2

If you want an A, you must also support private messaging to another client directly using a UDP socket.

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| --- | --- |
| You can send | At this time |
| REQS: username port | To **REQ**ue**S**t private messaging with someone else |
| ACPT: username port | To **AC**ce**PT** private messaging with someone else |

|  |  |
| --- | --- |
| You will receive | When this happens |
| INCM: username ip:port | You have an **INC**o**M**ing private messaging request |
| PYES: username ip:port | Someone else said **YES** to your private messaging request |

You will need to use the following for UDP sockets:

**byte**[] recvData = new byte[256];

DatagramPacket recvPacket = **new** DatagramPacket(recvData, recvData.length);

recvSocket.receive(recvPacket);

DatagramPacket sendPacket = **new** DatagramPacket(sendData, sendData.length, outputIp, outputPort);

For when you **don’t care which port** your computer uses…

DatagramSocket sendSocket = **new** DatagramSocket();

For when you **do care which port** your computer uses…

DatagramSocket recvSocket = **new** DatagramSocket(localPort);

Make sure you null terminate the **byte**[]… i.e.: put a 0 after your text before sending it. It’s like ending a String with “\n”.