NSBM GREEN
UNIVERSITY

AUCTION HOUSE
BID UNIQUE

Auction House System Software Architecture and Design Report

PROJECT TITLE	AUCTION HOUSE SYSTEM
SUBJECT TITLE	SOFTWARE ARCHITECTURE
MODULE CODE	SE205.3
GROUP	14

TEAM DETAILS

Task / Contribution	Name	ID	Github
Documentation & Testing – User Guide, onboarding docs, testing instructions and documentations, error scenarios, deployment notes, demo scripts, and slides	EMDK Ekanayake	32000	Dushani-Ekanayake
Backend: Authentication & User Management – Registration, login, JWT, roles, user profile, admin/user separation, security, password hashing, user CRUD	Nuwantha U N	31386	UNNuwantha
Backend: Auctions, Bidding, Transactions, Payments – Auction CRUD, categories, images, bidding logic, validation, real-time (SignalR), transactions, Stripe integration, webhooks, Postman API testing	DAV Kumarage	31775	AnuhasK
Frontend: App Architecture & Routing – React app structure, routing, state management, environment config, API service layer, login/register UI, home page, JWT storage, UI design, navigation, protected routes	KC Udugamakorala	32230	Kavindi Chamika (Kv23-corder)
Frontend: Authentication & User Dashboard – User dashboard, profile, stats	BSLR Senarathna	32425	lakminiweb
Frontend: Auctions & Bidding UI – Auction list/detail pages, create/edit forms, bidding UI, bid history, real-time updates, auction images, categories	WPI Amenda	31967	Amenda-Welgama
Frontend: Transactions & Payments UI – Transaction list/detail, payment status, Stripe checkout integration, payment success/cancel pages, shipping info, delivery confirmation	DD Wijerathna	31433	Dwijerathna
Frontend: Admin Panel & Extra Features – Admin dashboard, user/auction management, category management, stats, notifications, error handling, UI polish	JMKMB Jayewardene	31933	Kasuntha-2002

Abstract

This report describes the design and development of the **Auction House System**, an online platform that enables users to participate in real-time auctions. The system was built using **ASP.NET Core** for the backend and **React with Vite** for the frontend. It supports secure authentication, auction listing management, and instant bid updates through **SignalR, and payment integrations using Stripe** . The following sections discuss the system's architecture, applied design patterns, architectural decisions, and working interfaces.

1. Introduction

The **Auction House System** provides a web-based environment for users to create auctions, place bids, and track live updates in real time. The system is designed to be scalable, maintainable, and secure. It follows a **layered architecture** approach, separating the presentation, business logic, data access, and database layers to improve modularity and performance. Communication between the frontend and backend occurs through RESTful APIs and WebSockets.

Github link - https://github.com/AnuhasK/auction-management-system

Video- https://nsbm365-my.sharepoint.com/:v:/g/personal/davkumarage_students_nsbm_ac_lk/ERWYVzptb2BKolhToZ0S0gMBW0BkoyHFQHv_fk5ZJ8vVtA?nav=eyJyZWZlcnJhbEluZm8iOnsicmVmZXJyYWxBcHAiOiJPbmVEcml2ZUZvckJ1c2luZXNzIiwicmVmZXJyYWxBcHBQbGF0Zm9ybSI6IldlYiIsInJlZmVycmFsTW9kZSI6InZpZXciLCJyZWZlcnJhbFZpZXciOiJNeUZpbGVzTGlua0NvcHkifX0&e=kjXEDs

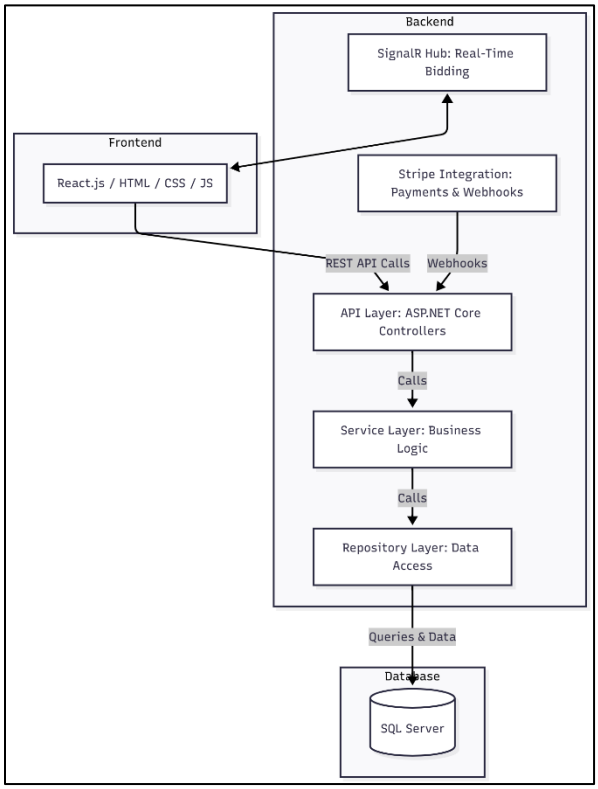
2. Objectives

The main objectives of the Auction House System are:

- To develop a modern, full-stack auction platform.
- To enable **real-time bid updates** using **SignalR**.
- To ensure **secure user authentication and authorization** through **JWT**.
- To allow uses to securely make payments to won auctions.
- To apply software design patterns that enhance maintainability and scalability.
- To deploy the system in a **production-ready environment**.

3. System Architecture

The system follows a four-layered architecture, each responsible for specific operations:



Presentation Layer: Built using React (Vite + Tailwind CSS), this layer handles user interactions and displays real-time data updates.

Business Logic Layer: Implemented in ASP.NET Core, this layer manages application logic through controllers and services.

Data Access Layer: Uses Entity Framework Core and the Repository Pattern to manage data transactions.

Database Layer: Stores persistent data in an SQL Server database.

This structure ensures a clean separation of concerns, making the system easier to maintain, test, and scale.

4. Design Patterns Used

Several software design patterns were applied throughout the project to improve structure and maintainability:

- **Repository Pattern:** Separates database logic from business logic, allowing easy database management.
- **Unit of Work Pattern:** Ensures all database transactions are handled efficiently and consistently.
- **Singleton Pattern:** Used for registering key services such as the SignalR Hub to maintain a single instance across the application.
- **Strategy Pattern:** Allows flexible implementation of authentication and bidding logic.
- **Observer Pattern:** Facilitates real-time bid updates through **SignalR**, ensuring all users see the latest bid instantly.

5. Architectural Decisions

To ensure scalability, security, and modularity, the following architectural decisions were made:

- **RESTful API** structure for efficient communication between frontend and backend.
- **JWT Authentication** for secure session management.
- **SignalR** integration to provide real-time synchronization of bids.
- **Stripe Payment Integration** to enable secure, reliable processing of user transactions, with webhook support for real-time payment status updates.
- **Entity Framework Core** for data management and migration handling.
- **Cloud Deployment Configuration** for flexible hosting options on Azure or similar platforms.

Assumptions:

- ✓ Users have stable internet connection.
- ✓ Application will handle a moderate initial user base (~500 users).
- ✓ Further load balance will be added in future iterations.

6. Sequence Flow – Place Bid

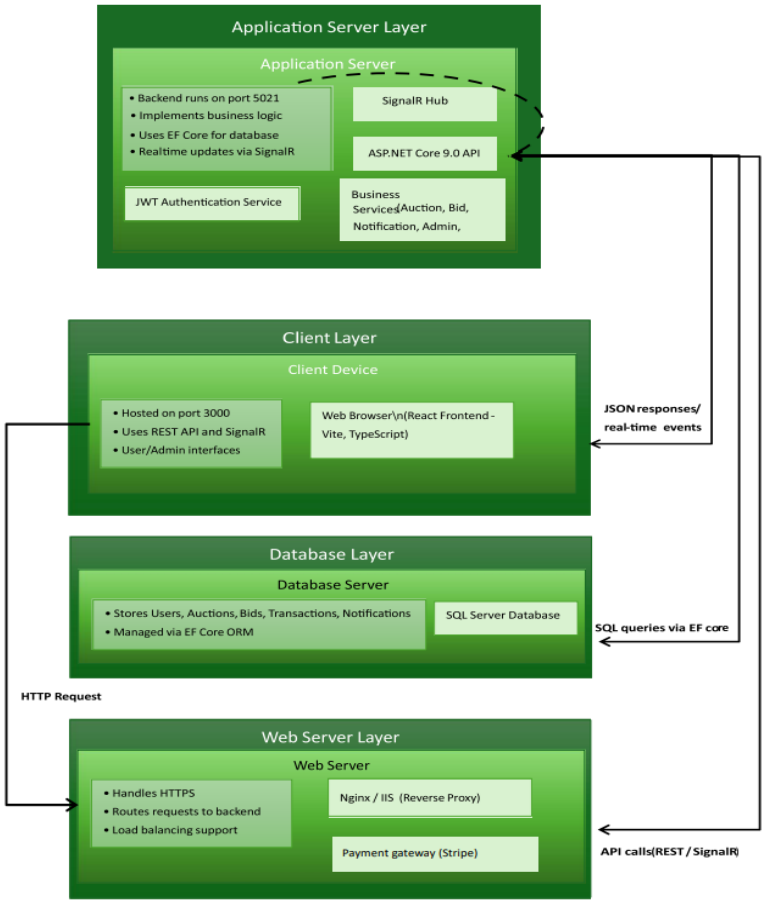
- The user places a bid via the frontend interface.
- The request is sent to the backend endpoint (/api/bids).
- The backend validates and records the bid in the database.
- SignalR broadcasts the new bid to all connected clients.
- The frontend updates the bidding interface in real time.

7. Deployment Architecture

The deployment consists of two main services:

- **Backend:** Hosted on Azure App Service or IIS, running the ASP.NET Core application.
- **Frontend:** Deployed using Vercel for global accessibility.
- The backend communicates with SQL Server or Azure SQL Database for data persistence.

This setup ensures both scalability and fault tolerance in a live environment.



Development diagram

8. Design and Implementation

This section illustrates the structural and behavioral design of the Online Auction Website System. The system was designed using object-oriented programming (OOP) concepts such as encapsulation, inheritance, and abstraction to ensure modularity, reusability, and scalability. Each component of the system works together to provide smooth user experience for both buyers and sellers.

8.1. Class Diagram

The **Class Diagram** represents the core structure and interactions within the **Online Auction Website System**. It outlines the main entities **User**, **Auction**, **Bid**, **Transaction**, **Notification**, **AuctionImage**, and **ClaRevokedToken** along with their attributes, methods, and relationships. This model defines how data flows between users, auctions, and system services.

Key Classes Explained:

- **User Class**
  Manages all user-related information such as username, email, password hash, role, and account status. It includes methods for registration, authentication, profile management, and deactivation. The User class is central, linking with auctions, bids, notifications, and revoked tokens.
- **Auction Class**
  Represents an auction listing with attributes like title, description, start price, current price, status, seller ID, and winner ID. It includes methods to start or close an auction, update the current price, and retrieve bids or associated images.
- **Bid Class**
  Records each user's bid activity. Attributes include bid ID, auction ID, user ID, amount, and timestamp. Methods such as placeBid() and

validateBid() ensure valid and competitive bidding, while getBidHistory() retrieves all bids for a given auction.

- **Transaction Class**
  Handles payment and transaction details after an auction ends. It stores buyer/seller IDs, auction ID, amount, transaction date, status, and payment method. The createTransaction() and updateStatus() methods manage financial processes and confirm transactions.

- **Notification Class**
  Manages system notifications sent to users for updates such as successful bids, auction results, or payment confirmations. Methods like sendNotification() and markAsRead() enhance real-time user interaction and system communication.

- **AuctionImage Class**
  Handles image uploads for auction items. Each image is linked to an auction and includes methods for uploading and setting the primary display image.

- **ClaRevokedToken Class**
  Tracks and manages revoked authentication tokens for enhanced security. It ensures that expired or invalid JWT tokens are properly handled, maintaining safe user sessions.

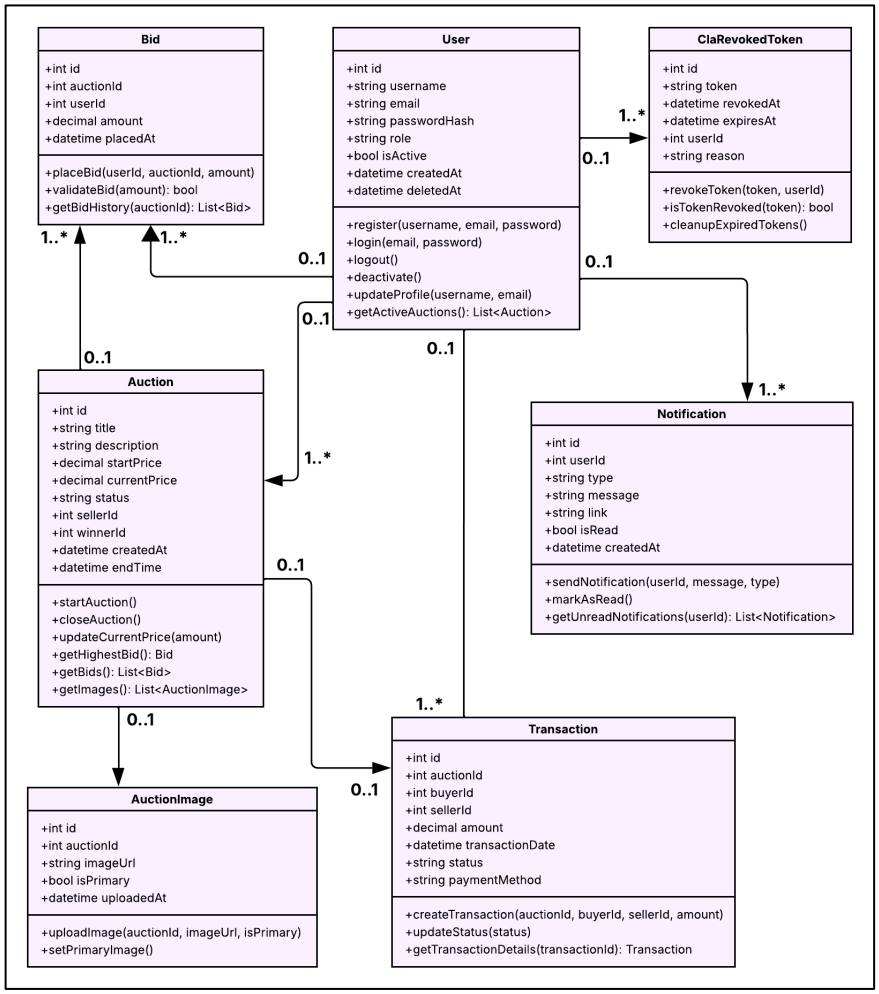
OOP Concept Application:

- **Encapsulation:**
  Each class maintains private or protected attributes with public methods for controlled access. For instance, user credentials are never directly exposed, preserving system integrity.

- **Abstraction:**
  Complex processes like bidding validation and transaction updates are encapsulated within methods, hiding unnecessary implementation details from the user interface.

- **Association and Aggregation:**
  Classes are interlinked logically—one user can have multiple bids, notifications, and transactions; one auction can include multiple images and bids.

- **Polymorphism:**
  Functions such as sendNotification() or createTransaction() adapt behavior based on parameters passed, allowing flexibility in system operations.



8.2. ER Diagram

The Flow Diagram illustrates how data and control move through the Auction Website System. It defines the logical relationships between entities User, Bid, Transaction, Notification, and RevokedToken showing how each component interacts during the auction process.

The diagram shows that users are at the core of the system. They can create auctions, place bids, and receive updates in real time. The flow ensures smooth communication between all modules, maintaining data consistency and traceability across every operation.

Key Data Flows Explained:

- **User → Auction**
  In our auction system, users place bids until the auction closes, and the highest bidder automatically becomes the winner. The winner receives a notification to proceed with payment via Stripe's test payment portal. Once the payment is successful, the admin is notified, reviews the transaction in the admin panel, and approves it for shipping.
- **User ↔ Bid**
  Users place bids on active auctions. Each bid contains information about the auction, the bidder, the amount, and the time placed. Multiple bids can belong to the same auction, allowing competitive bidding.
- **User ↔ Transaction**
  Once an auction ends, the winning bidder and the seller are linked through a transaction record. This transaction includes buyer ID, seller ID, amount, auction ID, and date, ensuring that payment and delivery are traceable.
- **User ↔ Notification**
  Users receive system notifications for actions such as new bids, auction

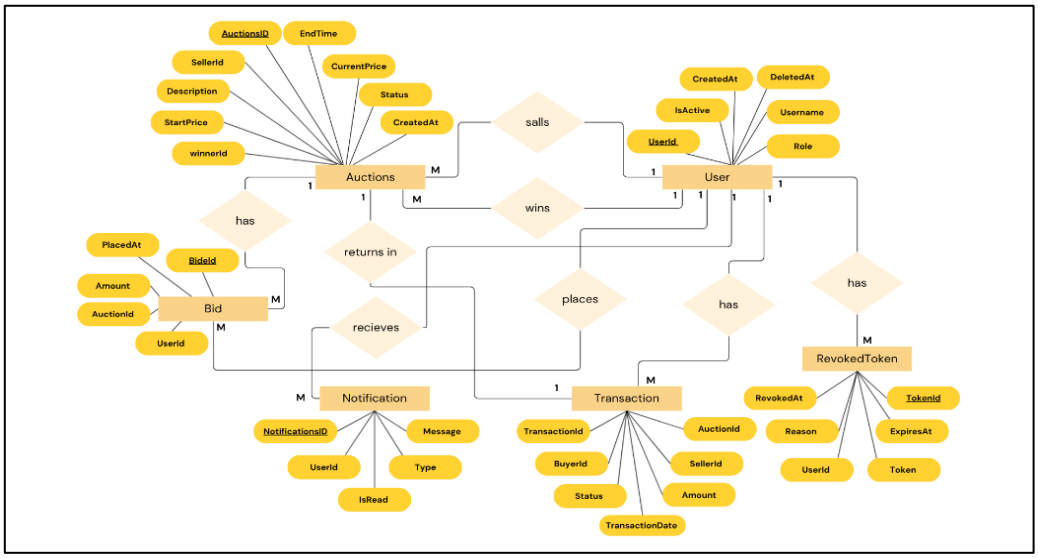
wins, and payment confirmations. Each notification includes the user ID, message, and reading status to improve communication and engagement.

- **User ↔ RevokedToken**
  For security purposes, revoked tokens are tracked to prevent unauthorized access. Each token includes the user ID, reason, and expiration details.

System Logic Flow Summary:

1. **Auction Creation:**
   A seller logs in and creates an auction with details such as title, description, start price, and duration.
2. **Bidding Phase:**
   Buyer's place bids on active auctions. The system validates each bid and updates the current price dynamically.
3. **Auction Closure:**
   When the auction ends, the highest bid is identified as the winner.
4. **Transaction Handling:**

   When the auction ends, the highest bidder is notified to pay via Stripe's test portal, and once payment succeeds, the admin verifies it and approves the order for shipping
5. **Notification Trigger:**
   Both parties receive real-time notifications confirming auction results and transaction updates.
6. **Security & Session Control:**
   Revoked tokens are logged to manage secure authentication and prevent token reuse.



8.3. Use Case Diagram

Description:

The use case diagram illustrates the primary interactions between actors and the system.

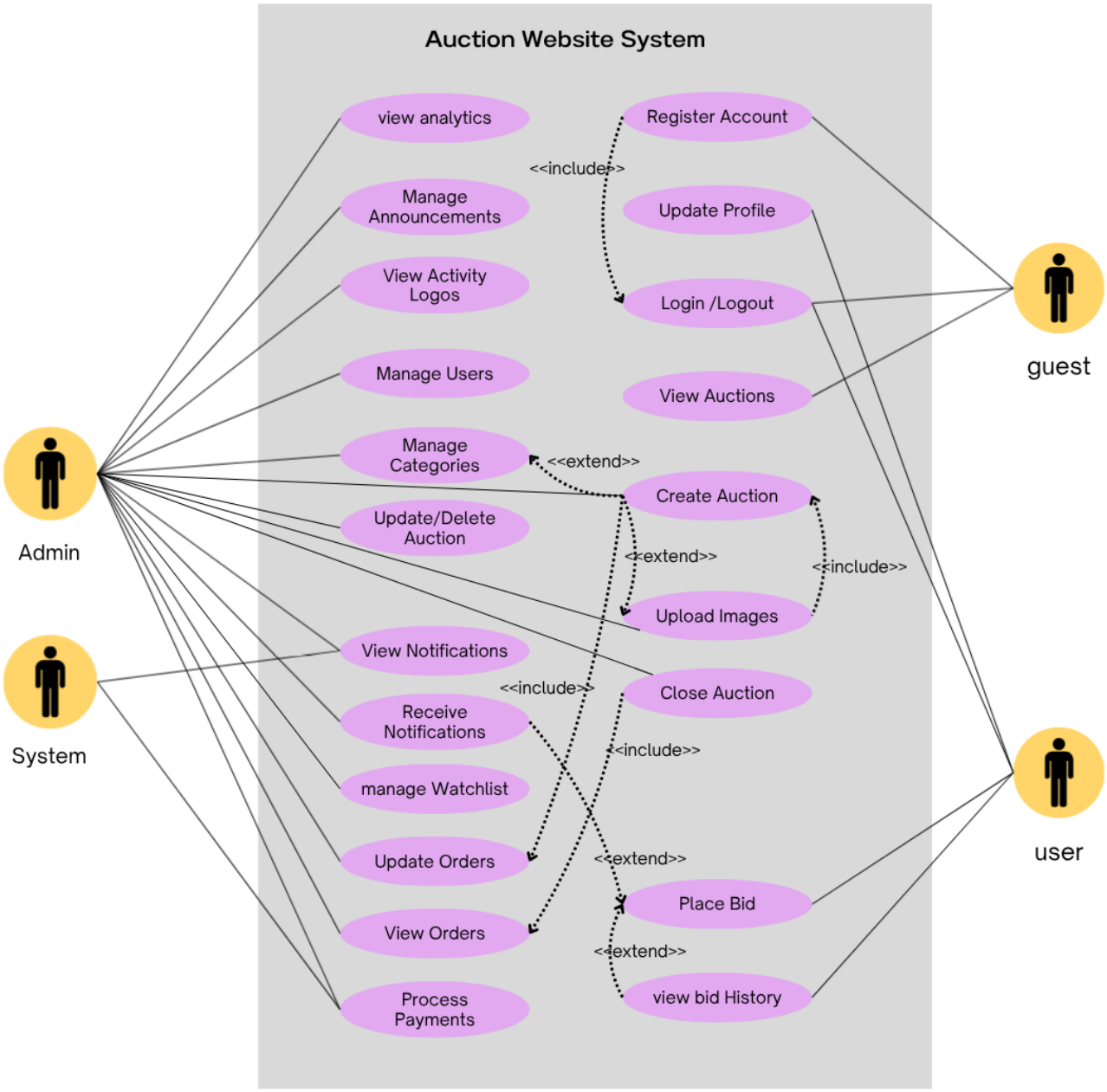
There are three main actors: User, Admin, and System.

- User can register, log in, create auctions, place bids, make payments, view transactions, and receive notifications.
- Admin manages users and auctions, views reports, sends notifications, and handles token revocation.
- System automatically handles notifications and token revocations in the background.

Includes/Extends Relationships:

- The PlaceBid, CreateAuction, and MakePayment actions include Login, meaning authentication is required for these operations.
- The ViewTransaction use case extends MakePayment, since transactions appear after payments.

- The ManageAuctions use case extends RevokeTokens, showing administrative control dependencies.



Purpose:

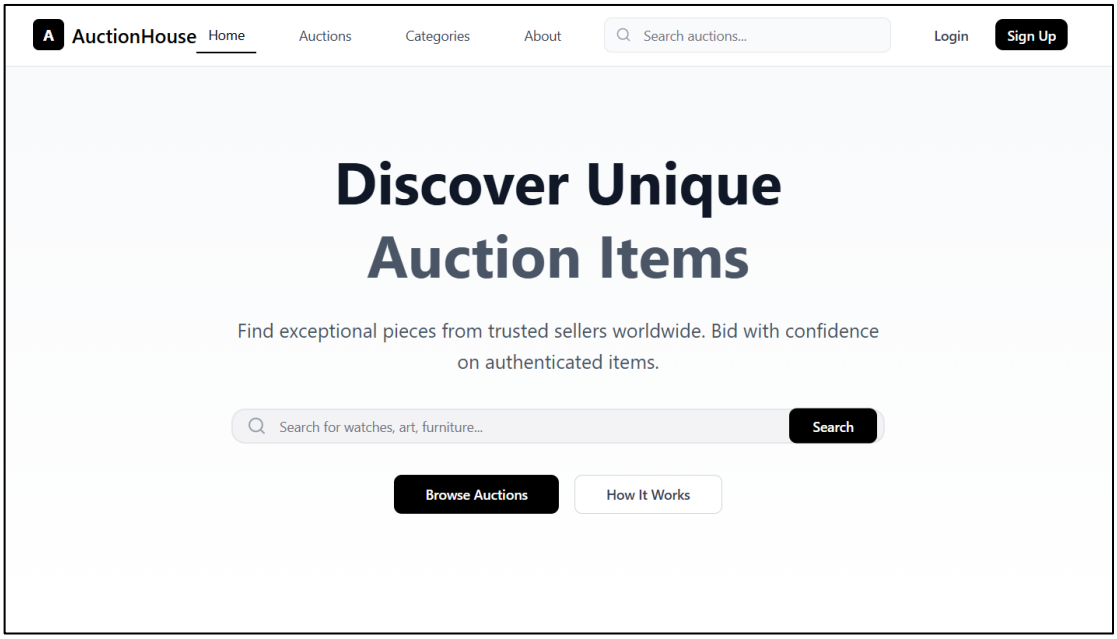
This diagram provides a high-level view of system functionality, showing how different users interact with system features and how use cases are related.

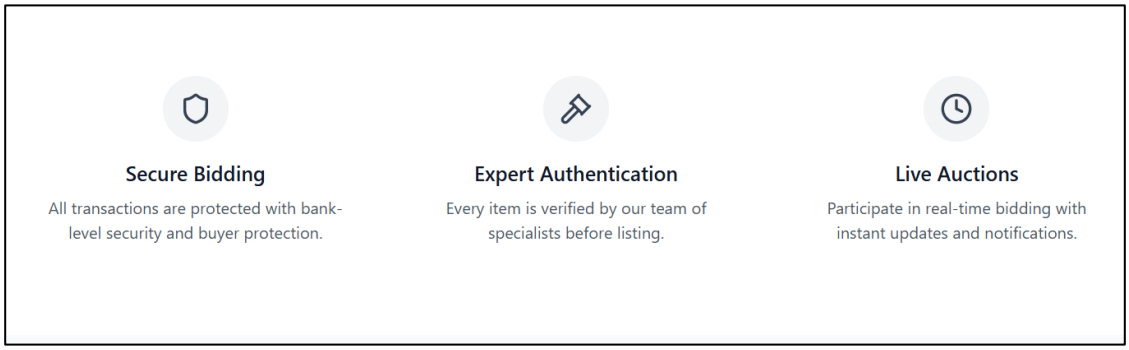
9. System Interfaces

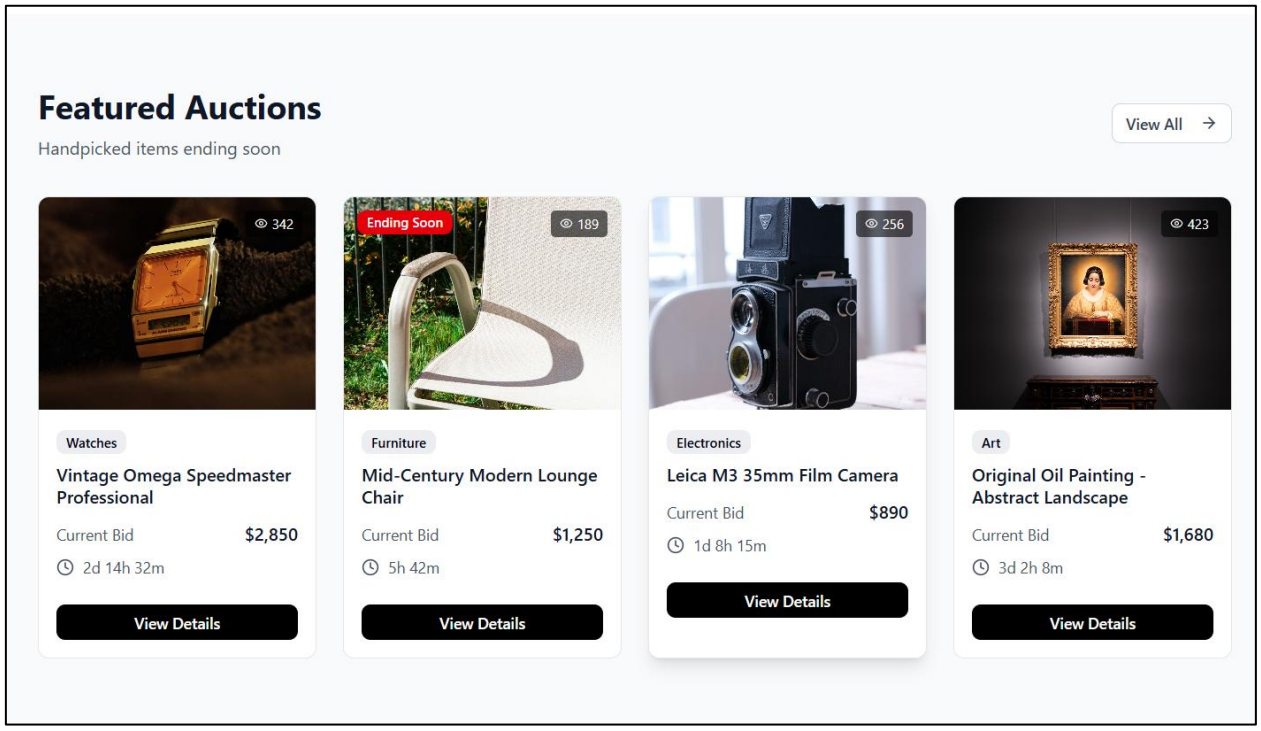
The Auction House System includes several key interfaces:

- **Home Page:** Displays active and upcoming auctions.
- **Login/Register Page:** Allows user authentication and account creation.
- **Dashboard:** Displays the user's auctions and bidding history.
- **Auction Details Page:** Shows auction details, bid history, and a live bidding interface.
- **Bidding Interface:** Real-time updates of the highest bid using SignalR.

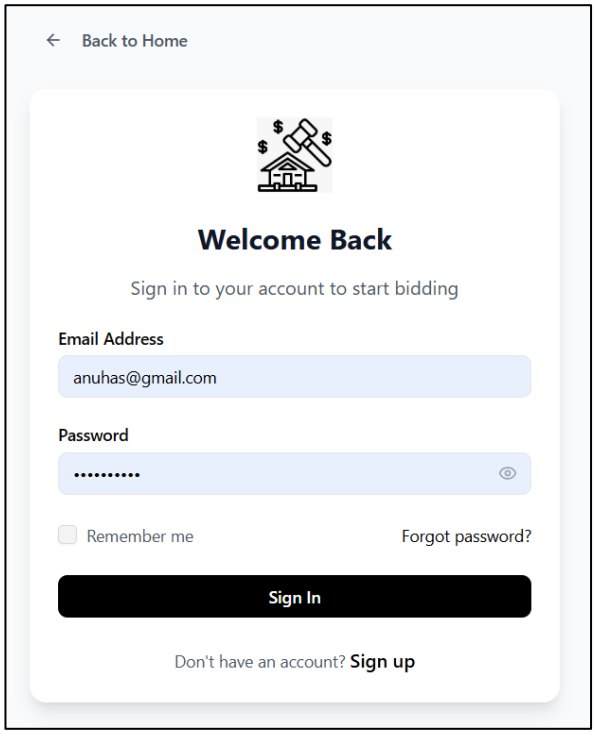
Home page

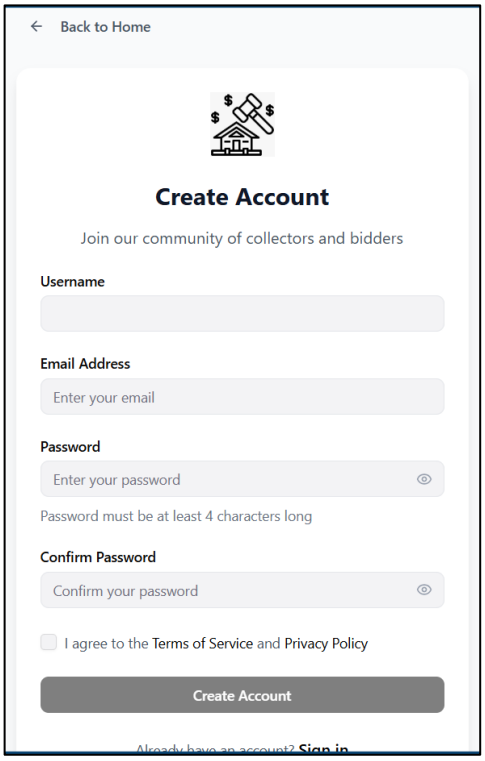




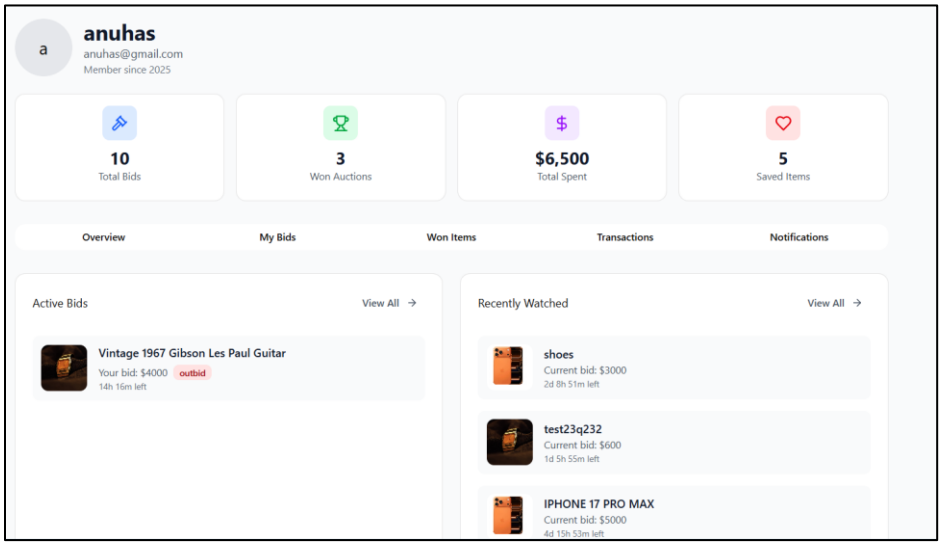


Login and register pages

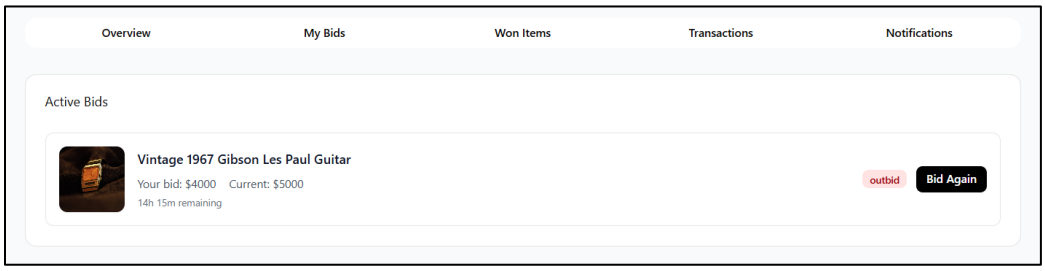




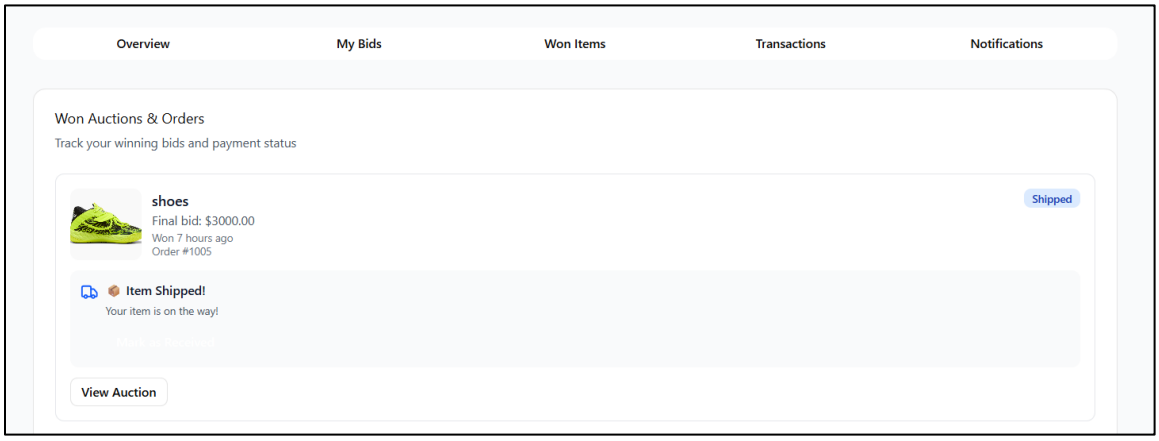
User Dashboard - Overview



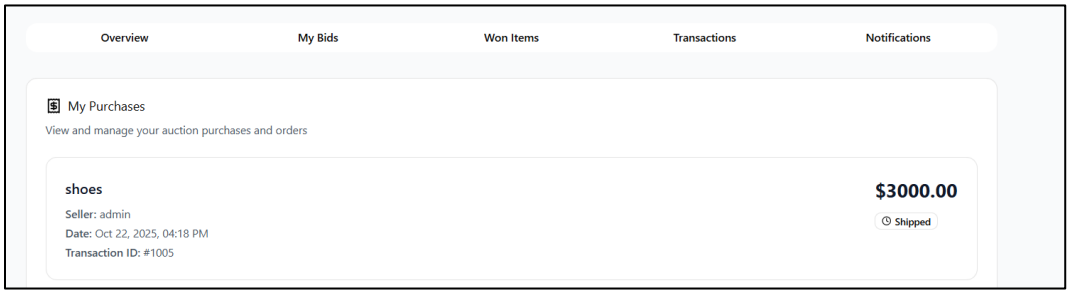
User Dashboard – My bids (Current bids user placed)



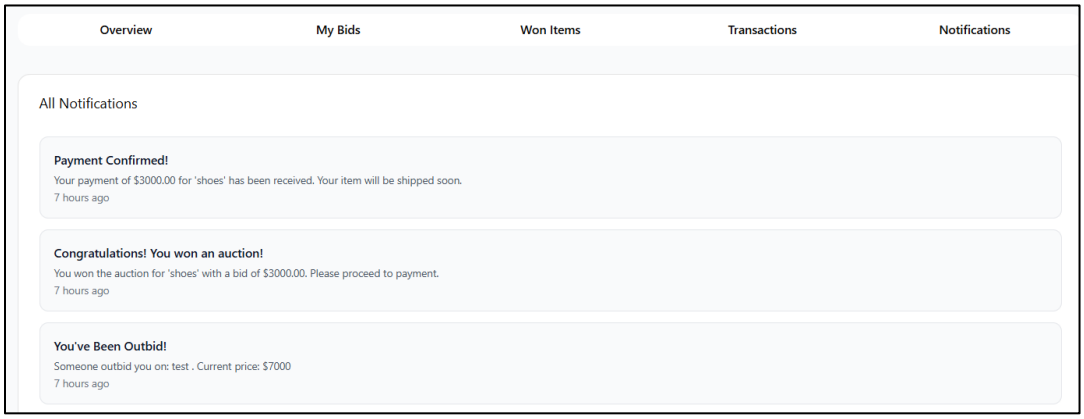
User Dashboard – Won Items



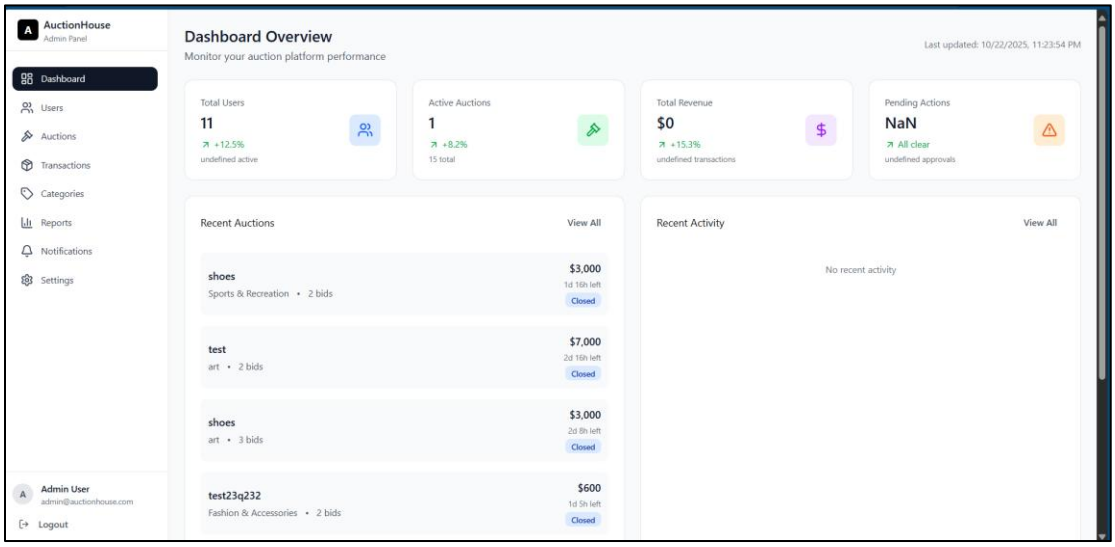
User Dashboard - Transactions



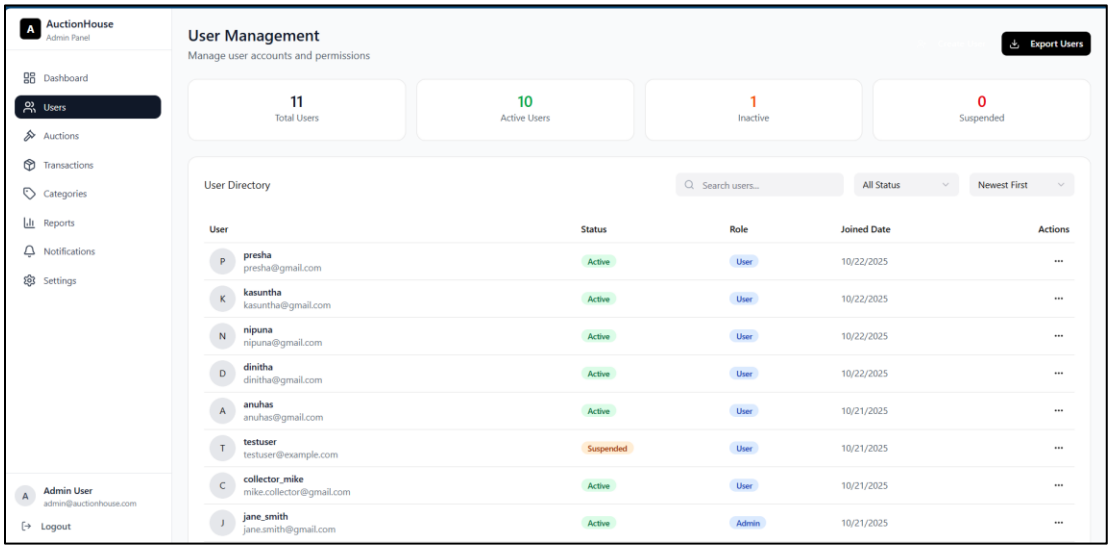
User Dashboard - Notifications



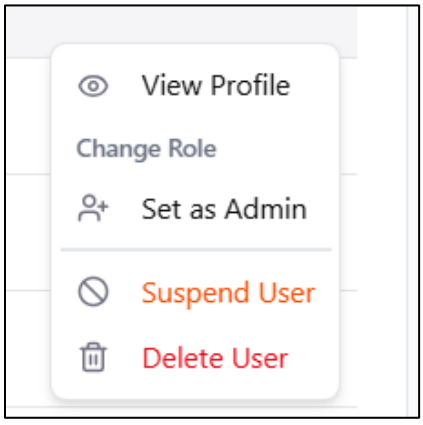
Admin Dashboard – Overview page



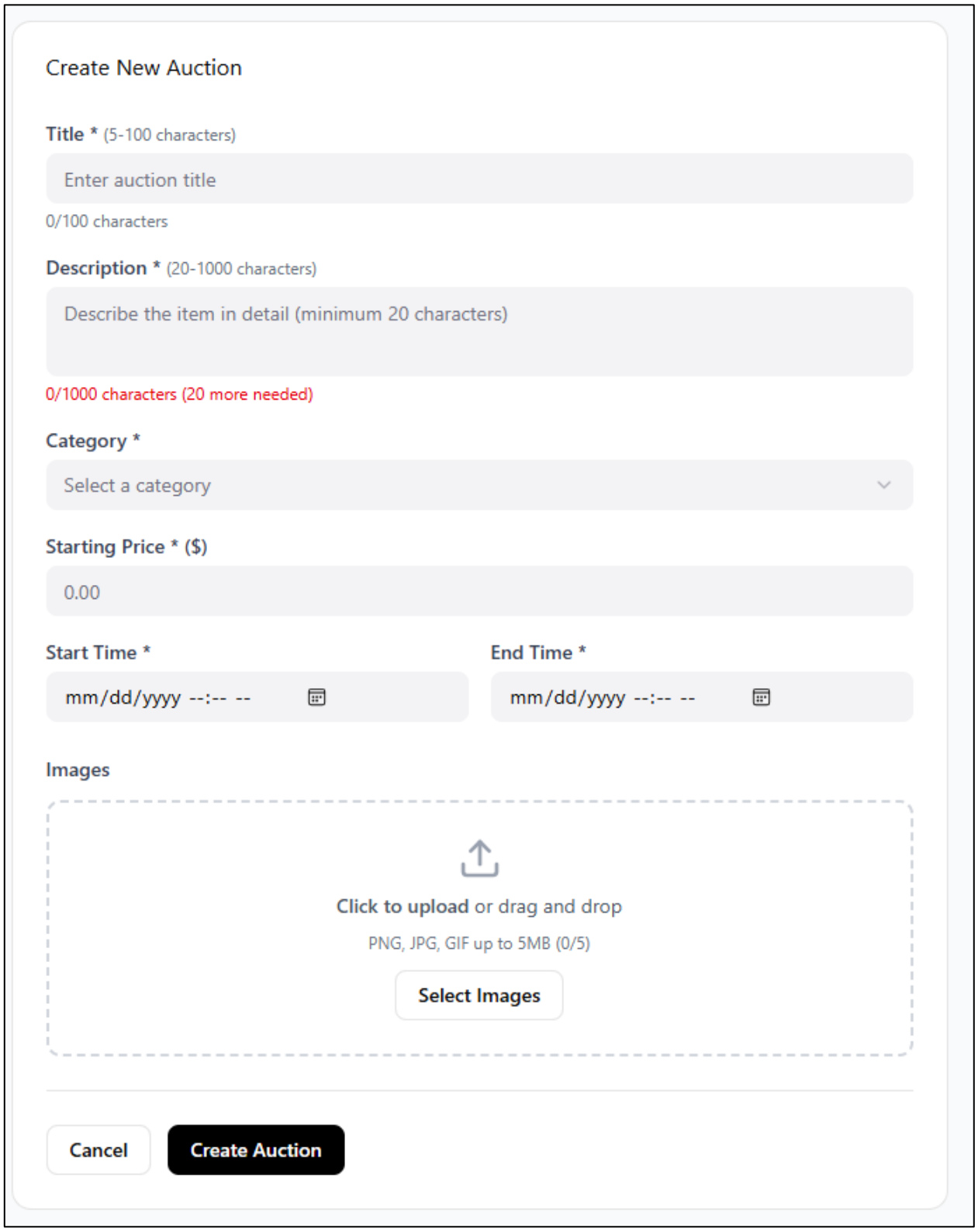
Admin Dashboard – User Management page



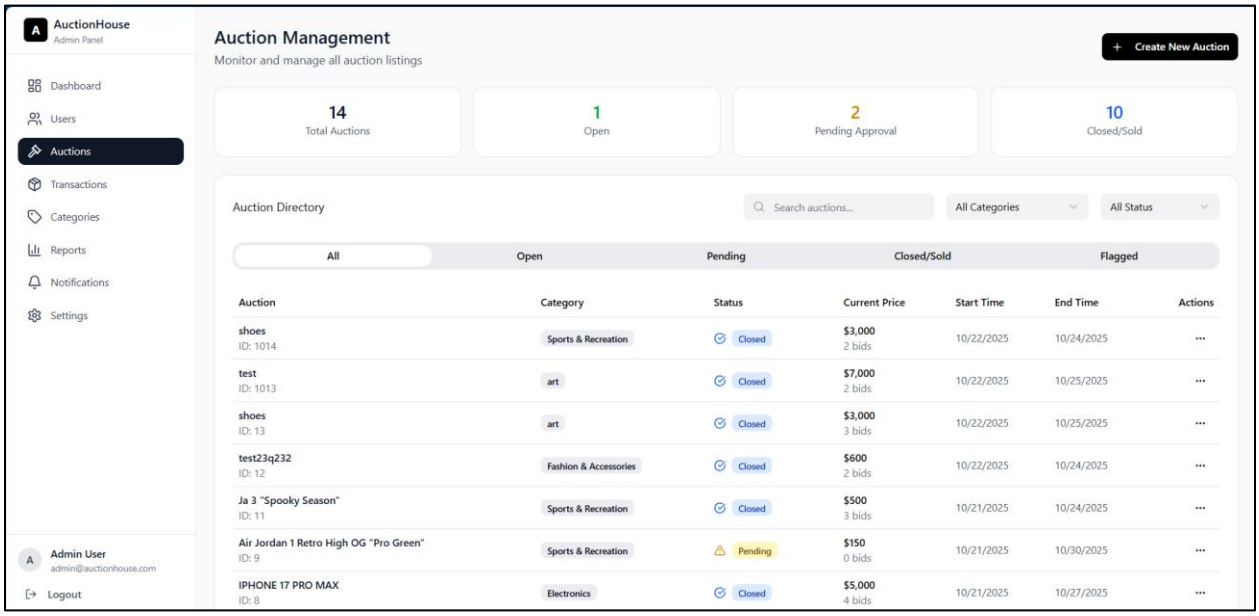
Actions on users



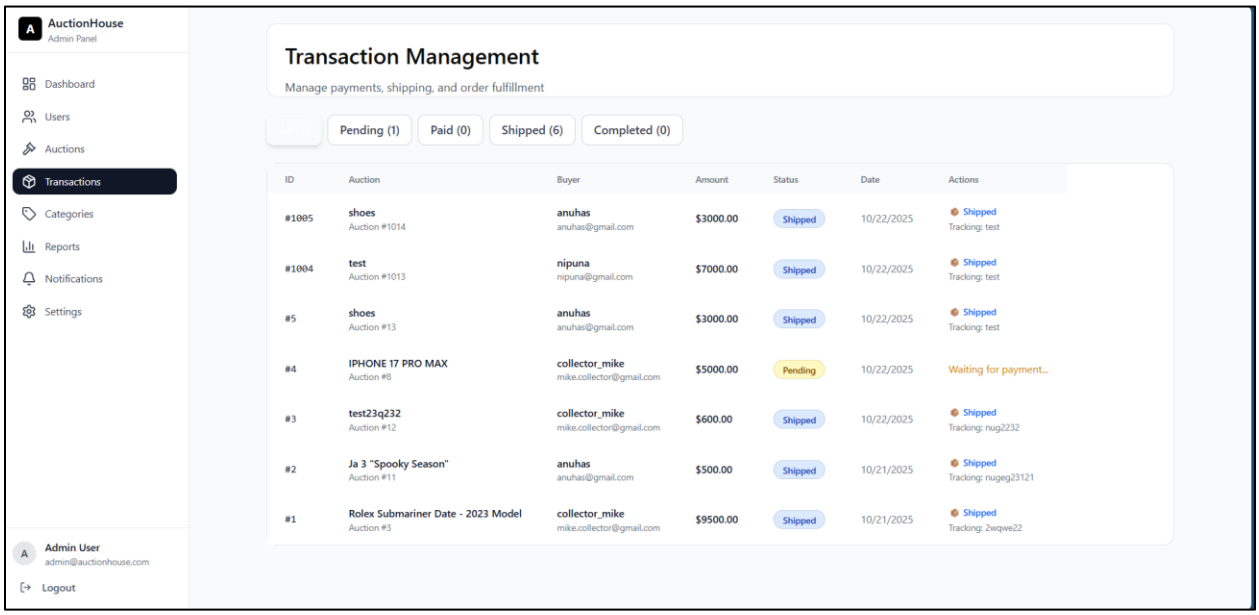
Admin Dashboard – Auctions management page

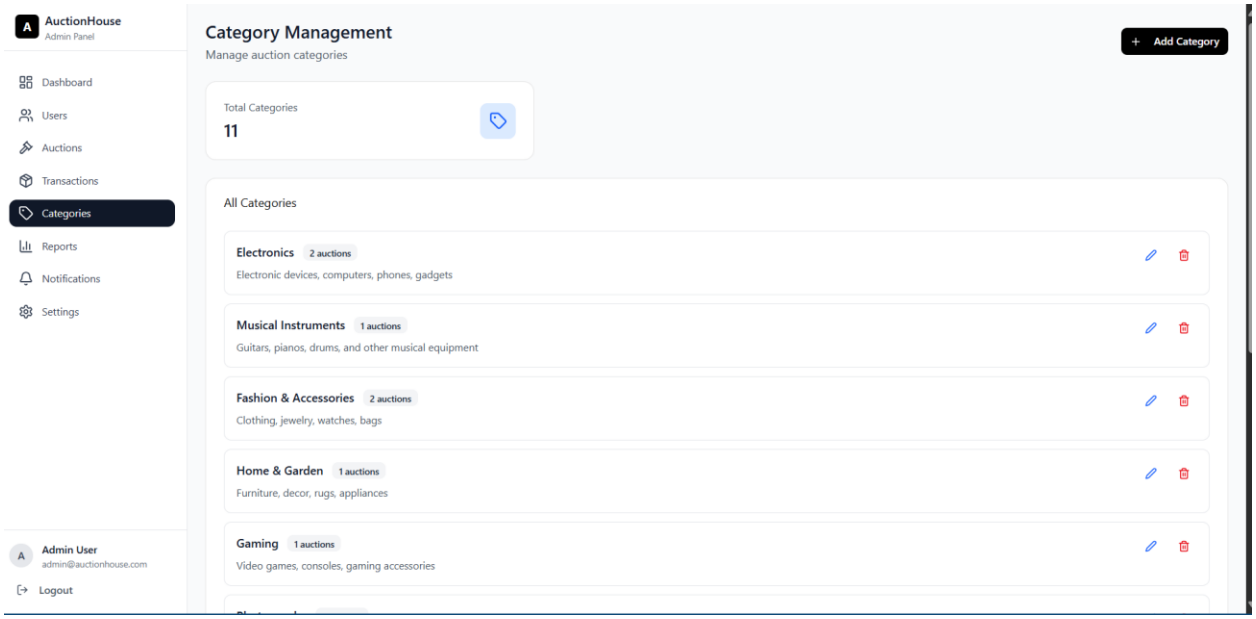


Admin Dashboard - Create new auction page

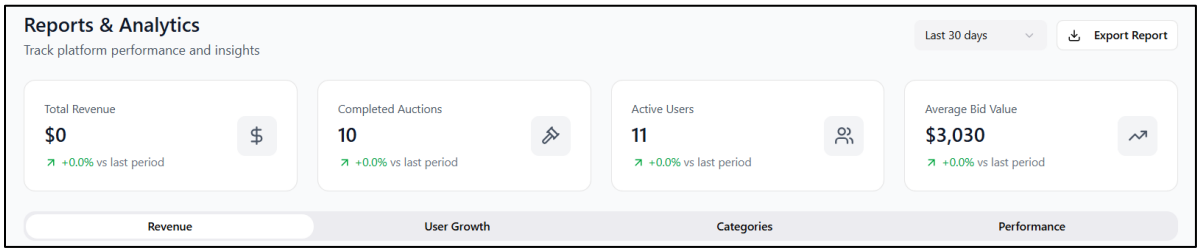


Admin Dashboard – Transactions Management page



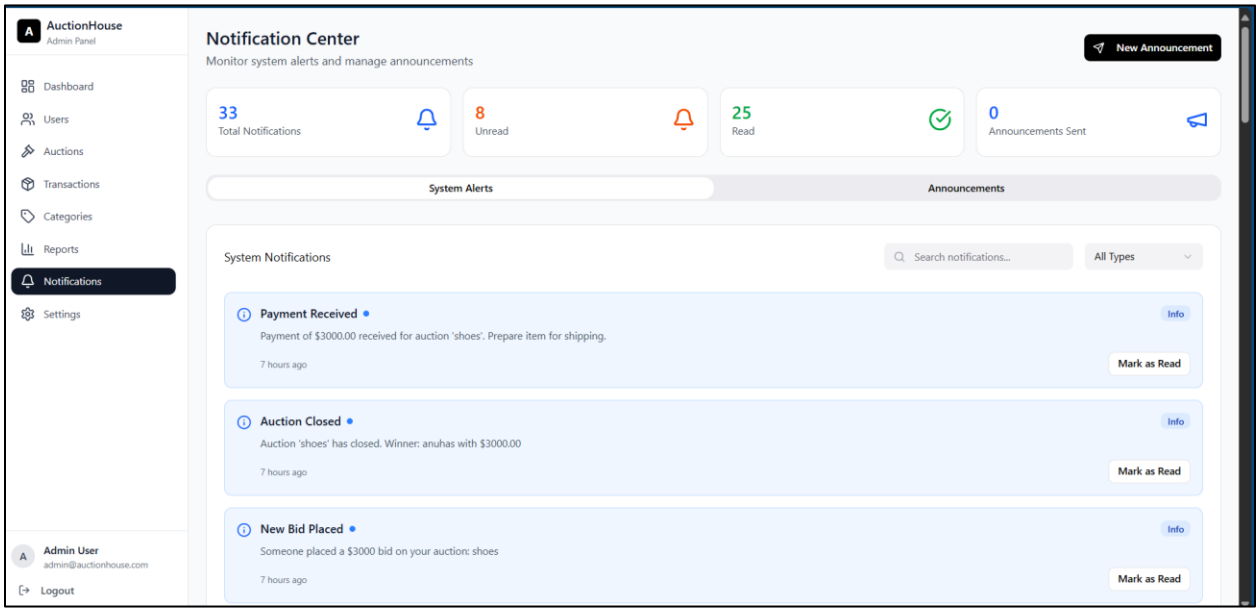


Admin Dashboard – Analytics page

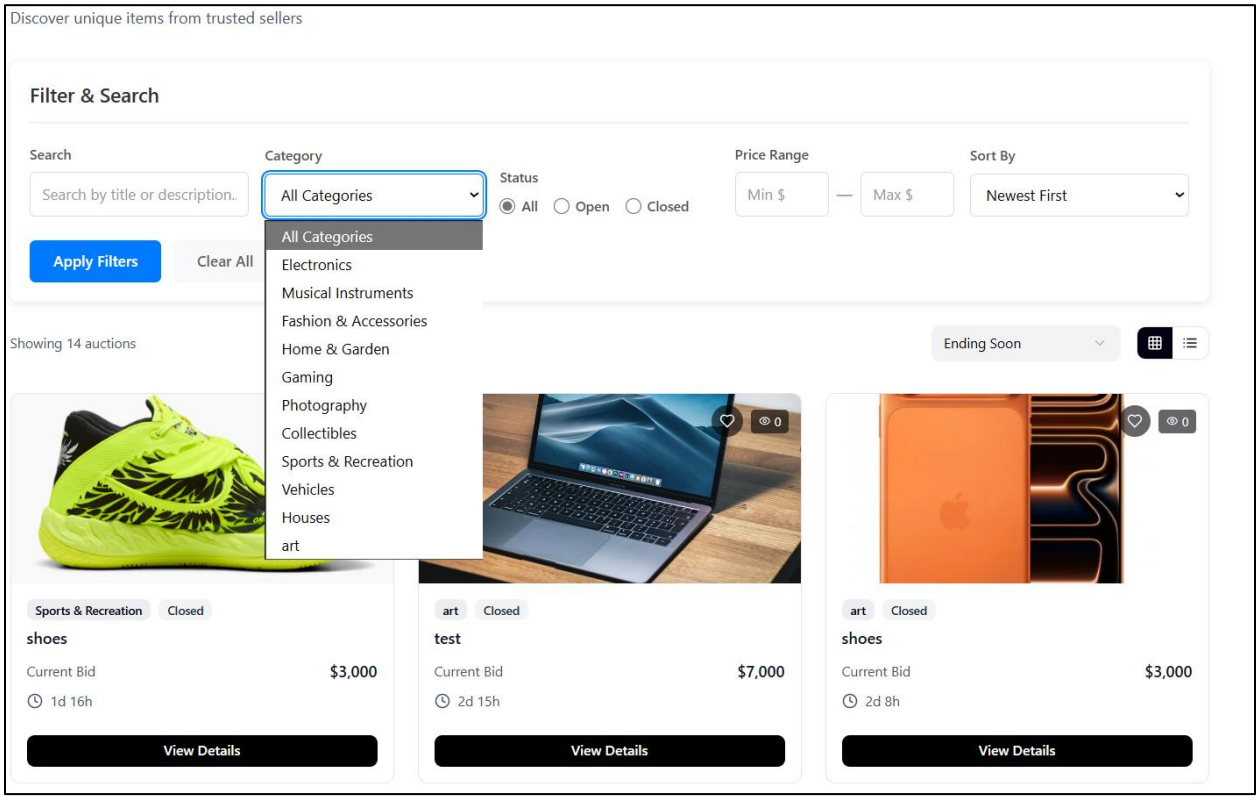


Admin Dashboard – Auction Category management page

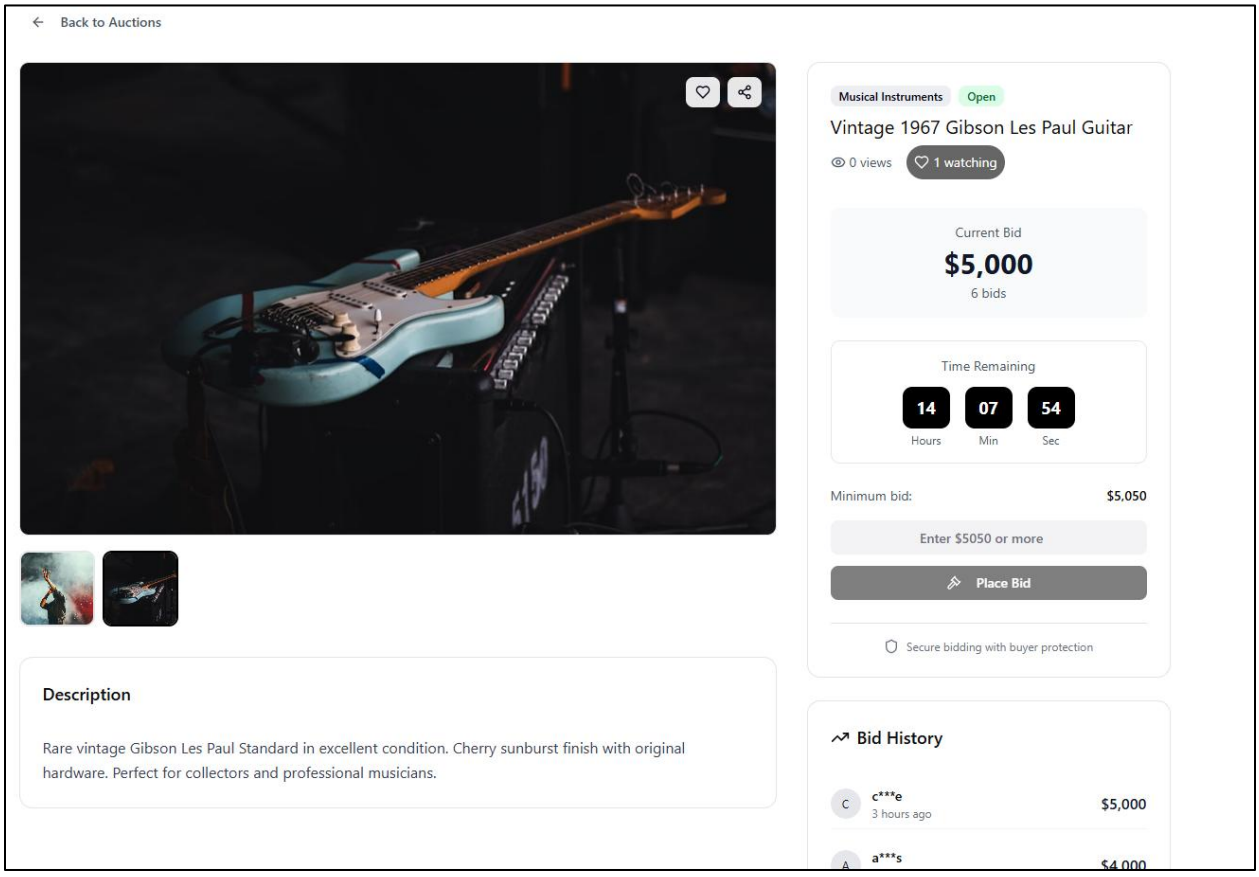
Admin Dashboard – Notifications center



Auction pages

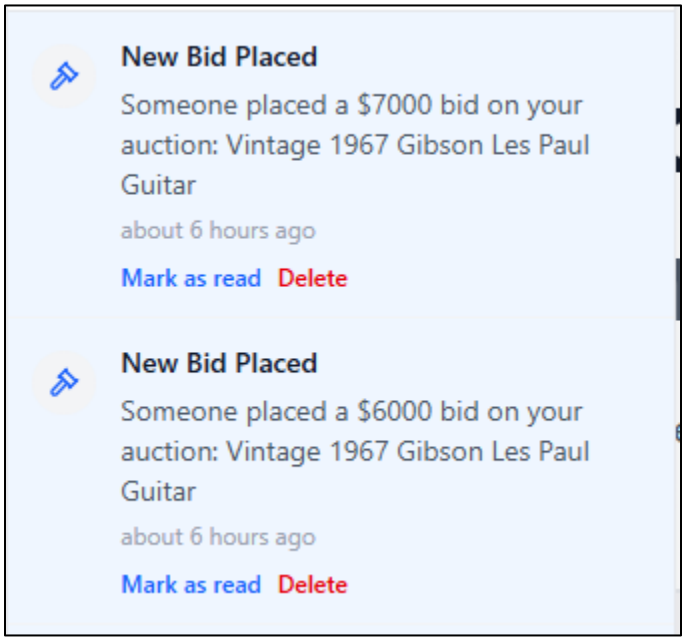


Bids page

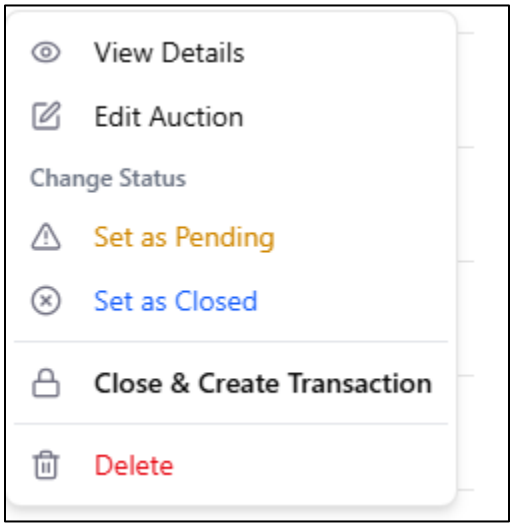


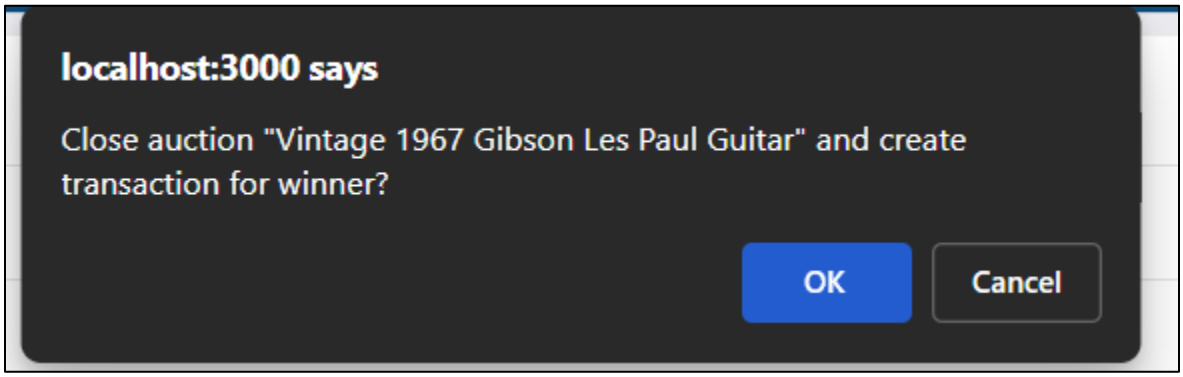
User got outbid notification

Admin notification

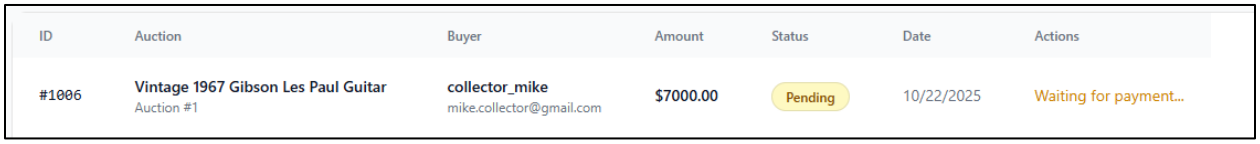


Admin closing auction (can be triggered by time limit as well)





New transaction logged



User notification of winning and payment

TEST MODE

Vintage 1967 Gibson Les Paul Guitar

$7,000.00

Auction #1 - Won Item

Pay with link

Or

Email mike.collector@gmail.com

Payment method

Card information

4242 4242 4242 4242

12 / 26 111

Cardholder name

dav

Country or region

Sri Lanka

Save my information for faster checkout

Pay securely on this site and everywhere Link is accepted.

Pay

Powered by stripe | Terms Privacy

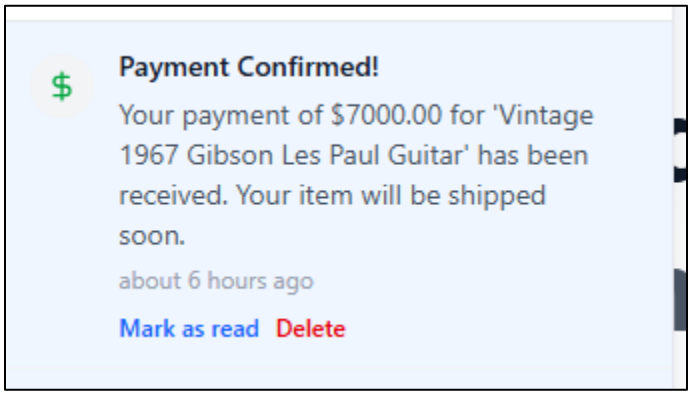
Payment Successful!

Thank you for your payment. Your transaction has been completed successfully. You will receive a confirmation email shortly.

The seller will prepare your item for shipping. You'll be notified once your item has been shipped.

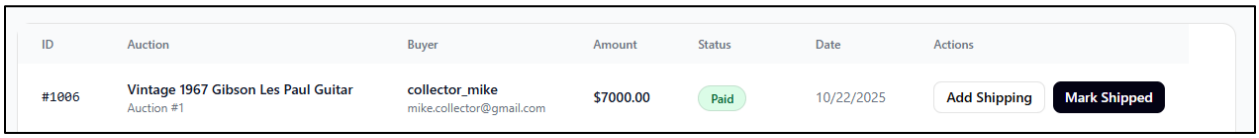
View My Dashboard

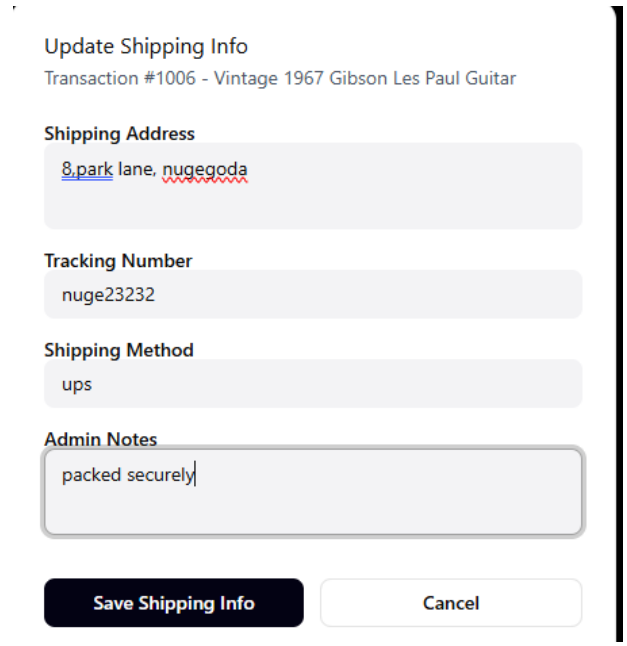
Browse More Auctions

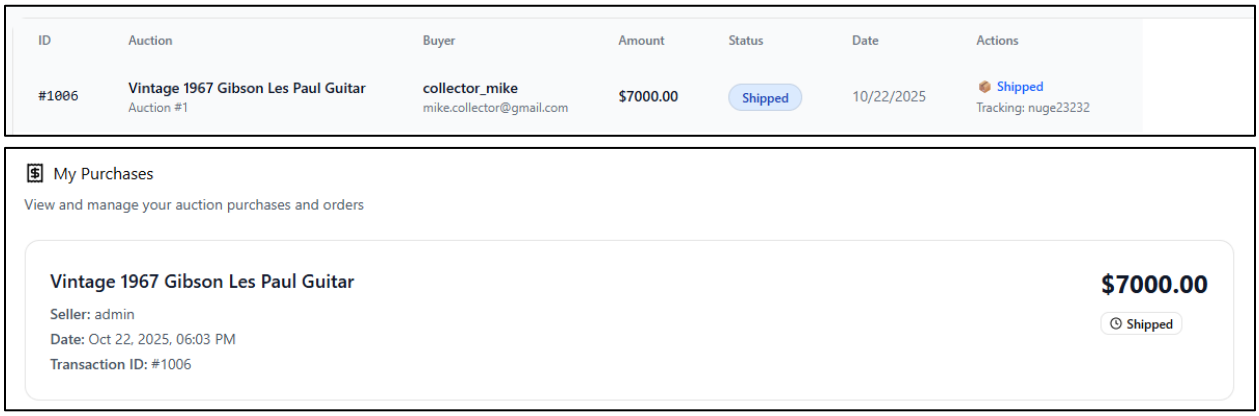



```
C:\Program Files>stripe listen --forward-to http://localhost:5021/api/payments/webhook
> Ready! You are using Stripe API Version [2025-09-30.clover]. Your webhook signing secret is whsec_d529b1e0c2ee9911c71e
c9561823e9ace9b3d1c1d965a7505765dc1dbd57d33a (^C to quit)
2025-10-22 23:37:52   --> payment_intent.succeeded [evt_3SL6RsBUCSMAUiMu1N4HOb5e]
2025-10-22 23:37:52  <--  [200] POST http://localhost:5021/api/payments/webhook [evt_3SL6RsBUCSMAUiMu1N4HOb5e]
2025-10-22 23:37:52   --> checkout.session.completed [evt_1SL6RtBUCSMAUiMuoJKwdW8L]
2025-10-22 23:37:52  <--  [200] POST http://localhost:5021/api/payments/webhook [evt_1SL6RtBUCSMAUiMuoJKwdW8L]
2025-10-22 23:37:52   --> charge.succeeded [evt_3SL6RsBUCSMAUiMu1aK8uz1Q]
2025-10-22 23:37:52   --> payment_intent.created [evt_3SL6RsBUCSMAUiMu1NY2ktZ6]
2025-10-22 23:37:52  <--  [200] POST http://localhost:5021/api/payments/webhook [evt_3SL6RsBUCSMAUiMu1NY2ktZ6]
2025-10-22 23:37:52  <--  [200] POST http://localhost:5021/api/payments/webhook [evt_3SL6RsBUCSMAUiMu1aK8uz1Q]
2025-10-22 23:37:56   --> charge.updated [evt_3SL6RsBUCSMAUiMu1rGprL9A]
2025-10-22 23:37:56  <--  [200] POST http://localhost:5021/api/payments/webhook [evt_3SL6RsBUCSMAUiMu1rGprL9A]
```

Admin shipping confirmation after successful payment







ID	Auction	Buyer	Amount	Status	Date	Actions
#1006	Vintage 1967 Gibson Les Paul Guitar Auction #1	collector_mike mike.collector@gmail.com	$7000.00	Shipped	10/22/2025	Shipped Tracking: nuge23232

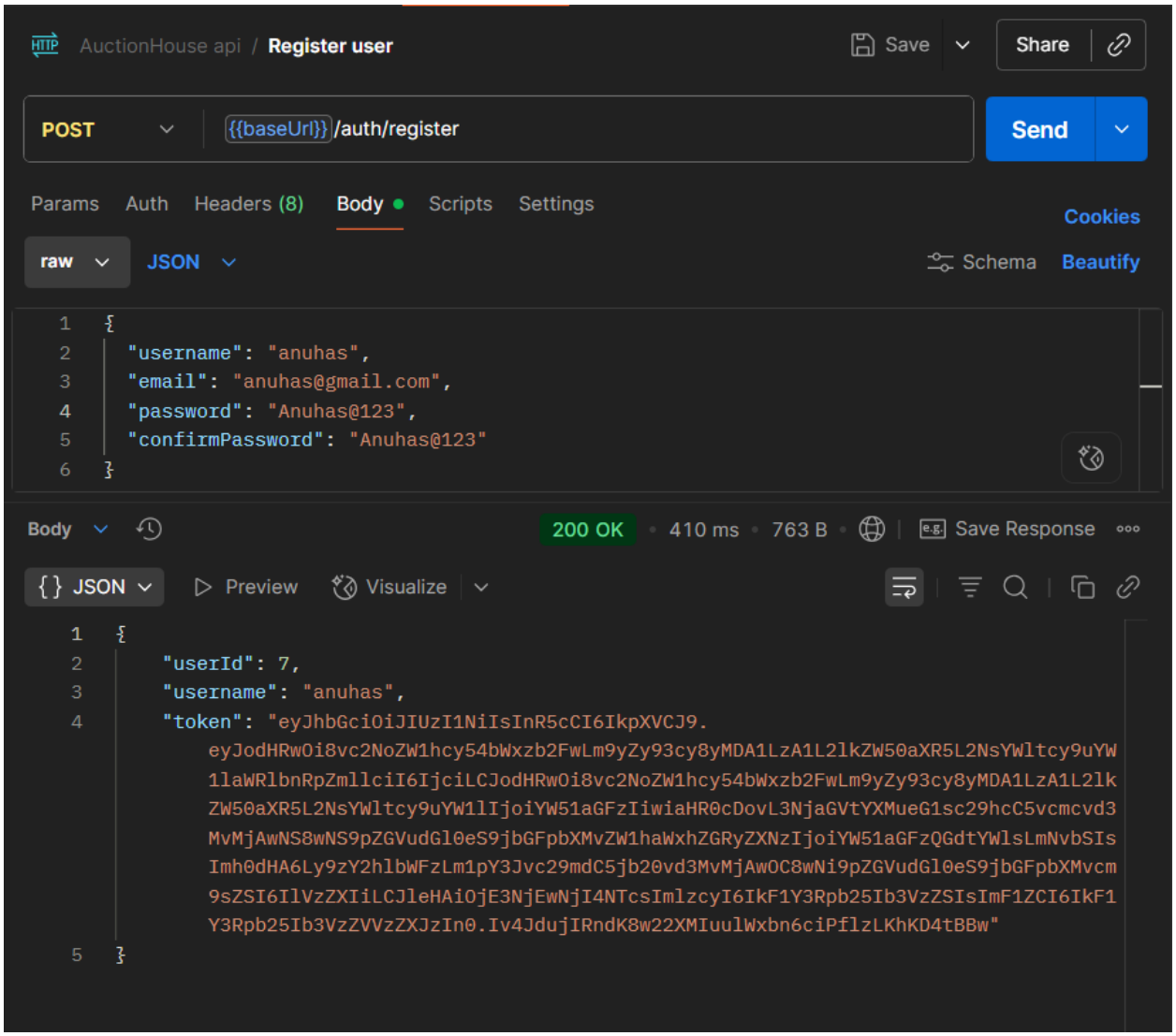
10. Testing and Evaluation

Multiple testing methods were applied during the development phase:

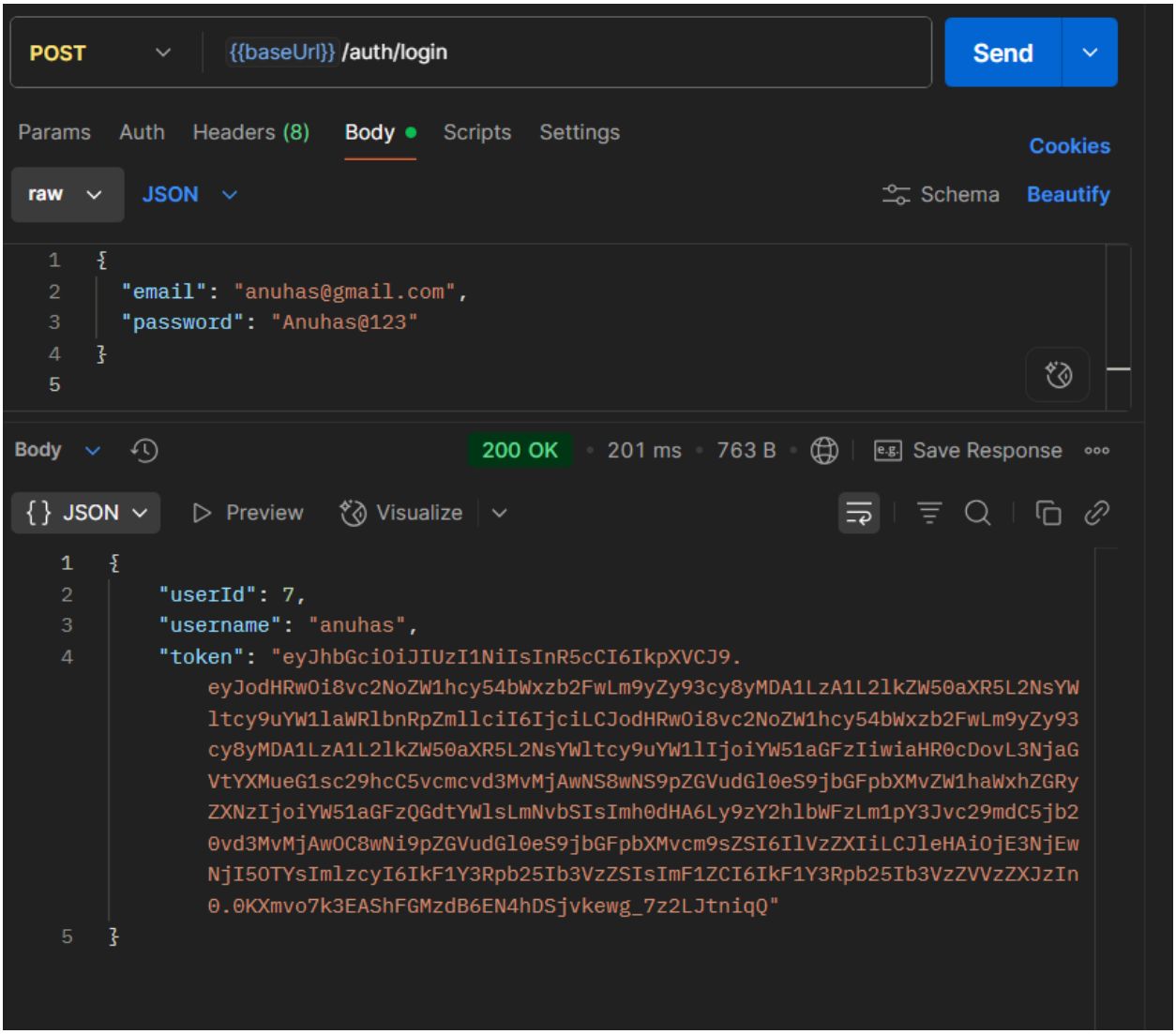
- **Unit Testing:** Conducted with xUnit for backend functions.
- **Integration Testing:** Verified data flow between frontend and backend using Postman.
- **Manual Testing:** Ensured the UI was responsive and user-friendly.

Post man testing screenshots

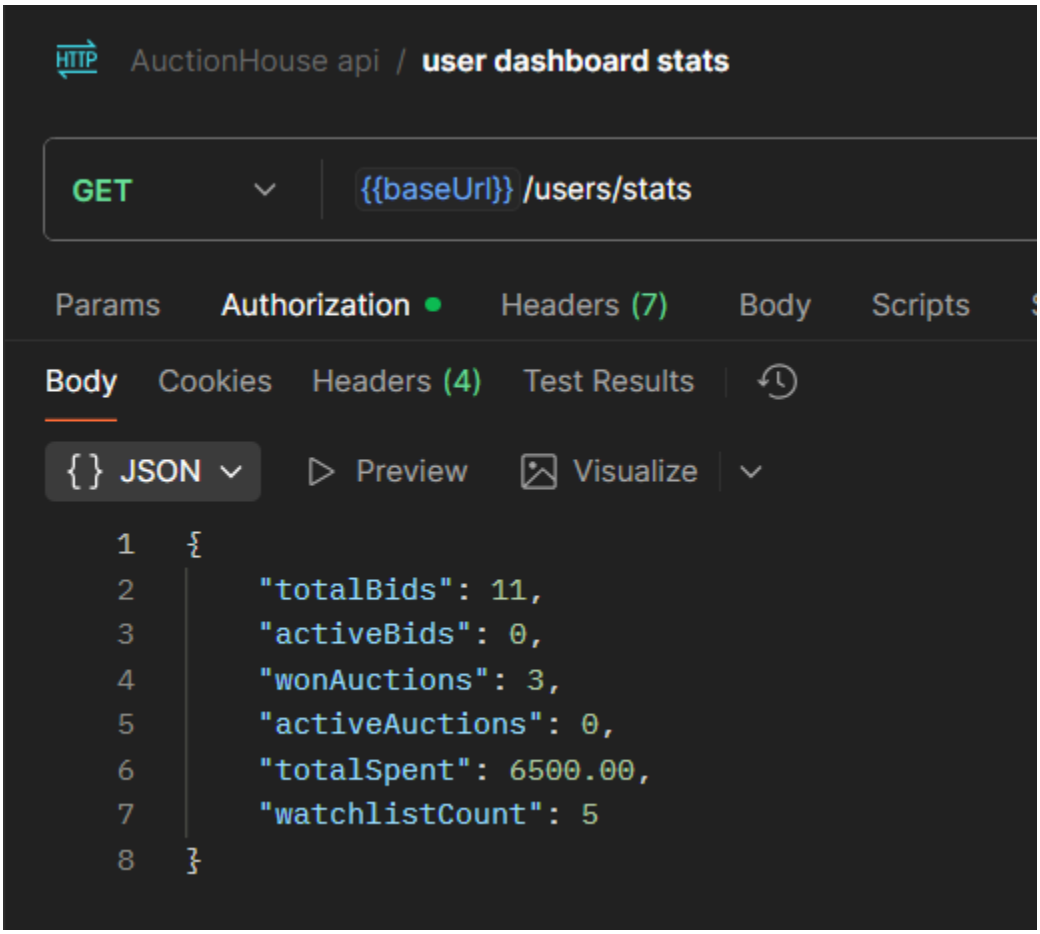
1. User registration



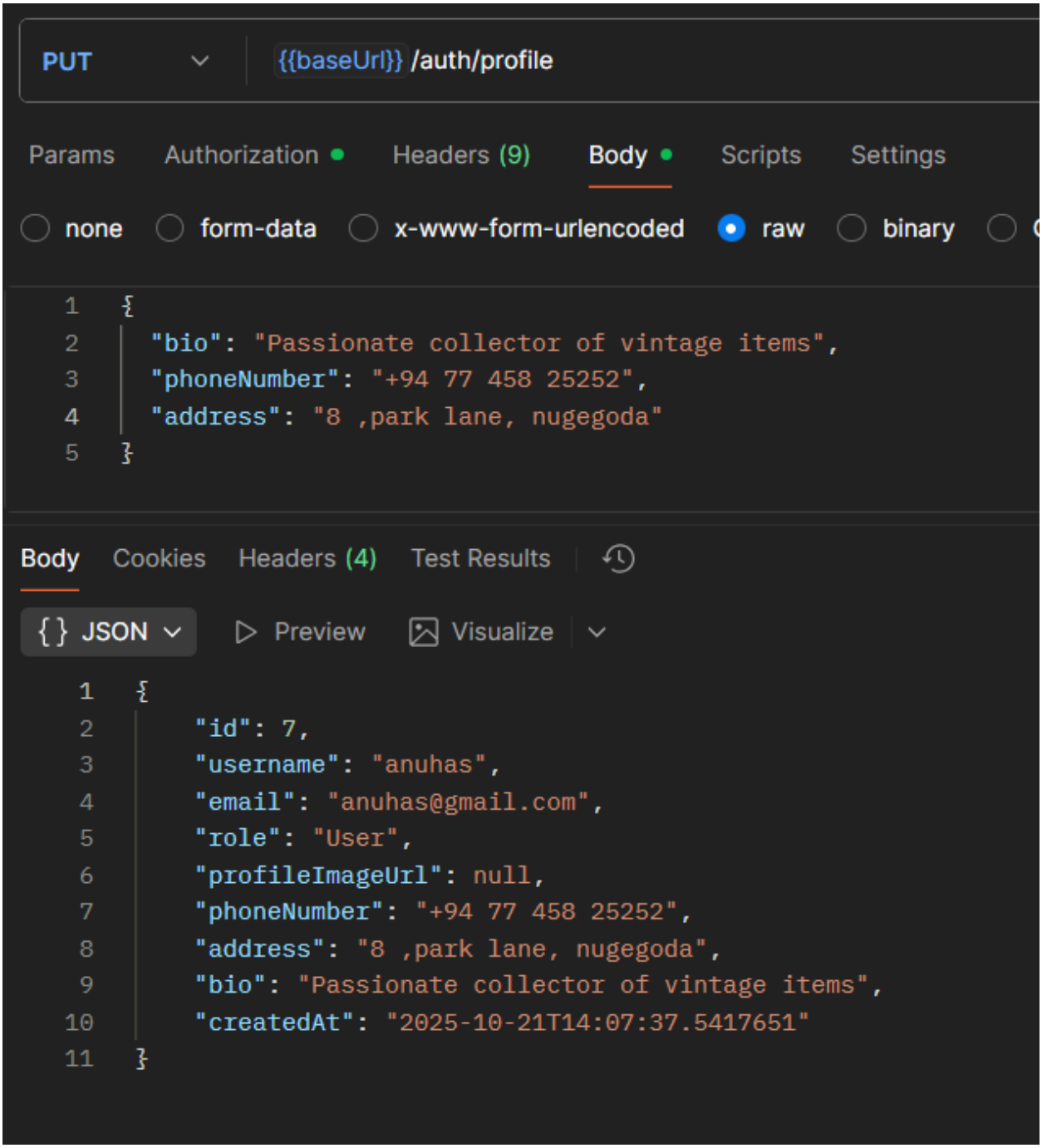
2. User login


POST
{{baseUrl}} /auth/login
Send
Params
Auth
Headers (8)
Body
Scripts
Settings
Cookies
raw
JSON
Schema
Beautify
{
"email": "anuhas@gmail.com",
"password": "Anuhas@123"
}
Body
200 OK
201 ms
763 B
Save Response
JSON
Preview
Visualize
{
"userId": 7,
"username": "anuhas",
"token": "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.
eyJodHRwOi8vc2NoZW1hcy54bWxzb2FwLm9yZy93cy8yMDA1LzA1L2lkZW50aXR5L2NsYW
ltcy9uYW1laWRlbnRpZmllciI6IjciLCJodHRwOi8vc2NoZW1hcy54bWxzb2FwLm9yZy93
cy8yMDA1LzA1L2lkZW50aXR5L2NsYWltcy9uYW1lIjoiYW51aGFzIiwiaHR0cDovL3NjaG
VtYXMueG1sc29hcC5vcmcvd3MvMjAwNS8wNS9pZGVudGl0eS9jbGFpbXMvZW1haWxhZGRy
ZXNzIjoiYW51aGFzQGdtYWlsLmNvbSIsImh0dHA6Ly9zY2hlbWFzLm1pY3Jvc29mdC5jb2
0vd3MvMjAwOC8wNi9pZGVudGl0eS9jbGFpbXMvcm9sZSI6IlVzZXIiLCJleHAiOjE3NjEw
NjI5OTYsImlzcyI6IkF1Y3Rpb25Ib3VzZSIsImF1ZCI6IkF1Y3Rpb25Ib3VzZVVzZXJzIn
0.0KXmvo7k3EAShFGMzdB6EN4hDSjvkewg_7z2LJtniqQ"
}

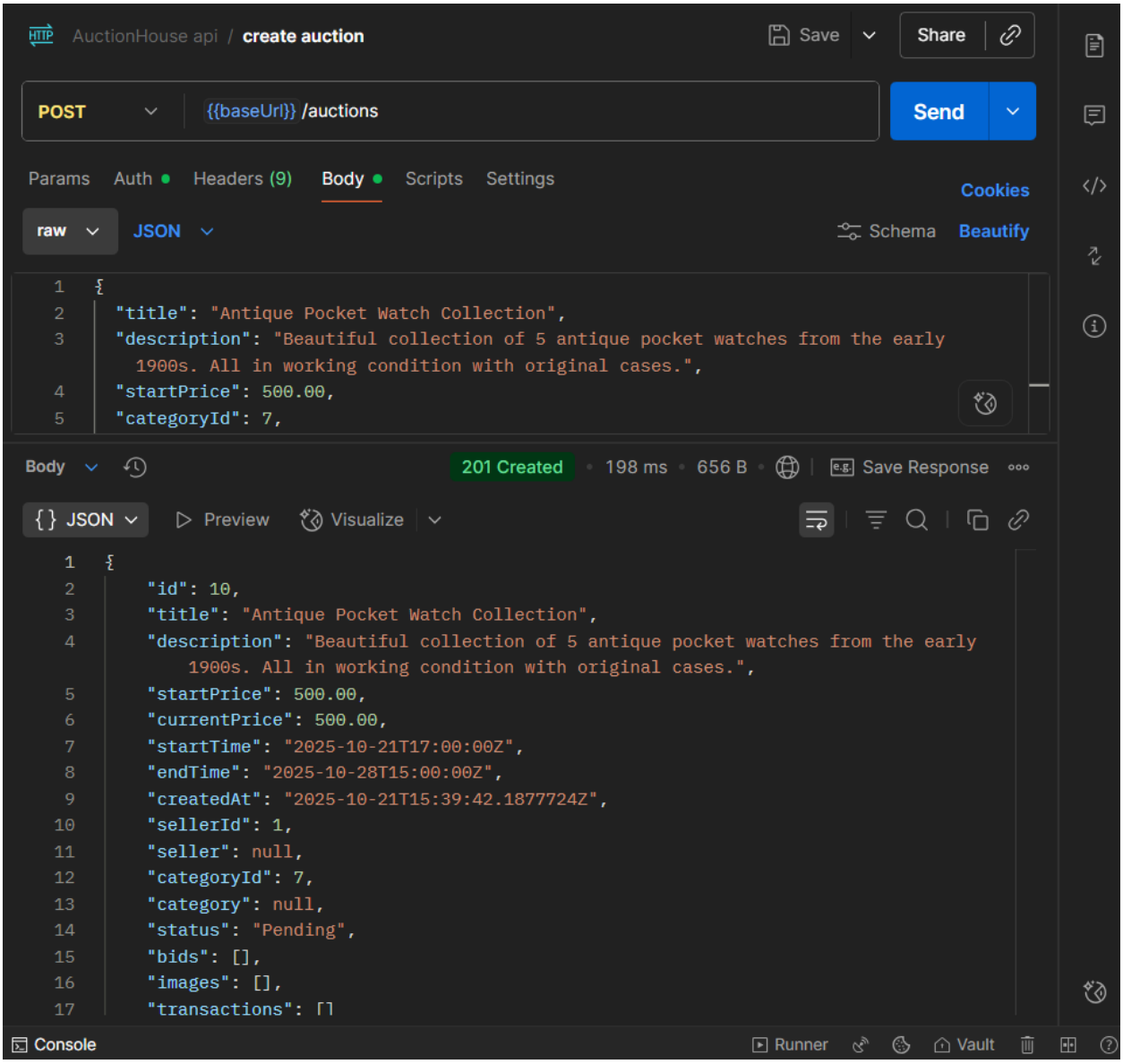
2. User stats


AuctionHouse api / user dashboard stats
GET
{{baseUrl}} /users/stats
Params
Authorization
Headers (7)
Body
Scripts
Body
Cookies
Headers (4)
Test Results
JSON
Preview
Visualize
{
"totalBids": 11,
"activeBids": 0,
"wonAuctions": 3,
"activeAuctions": 0,
"totalSpent": 6500.00,
"watchlistCount": 5
}

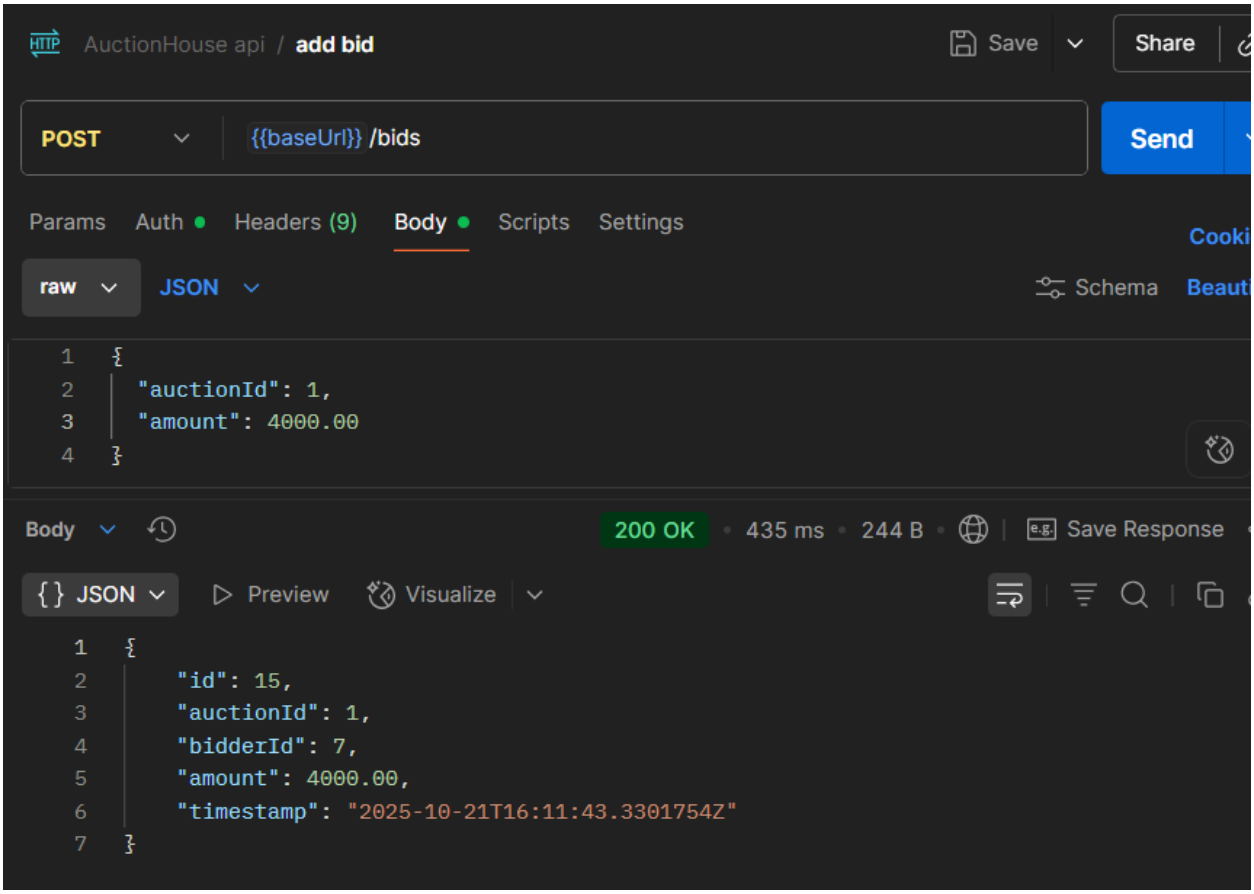
3. User bio update



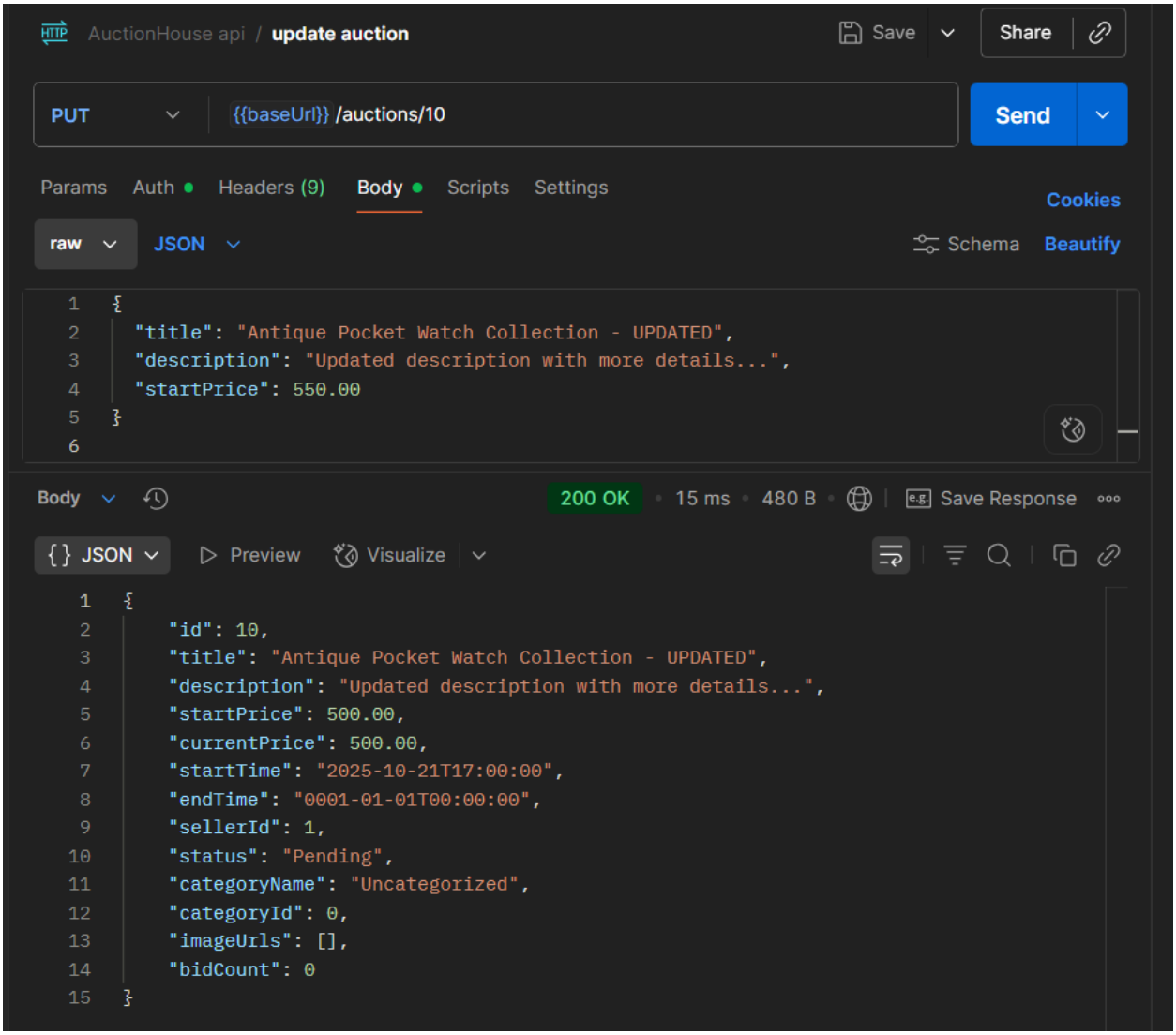
4. Create auction



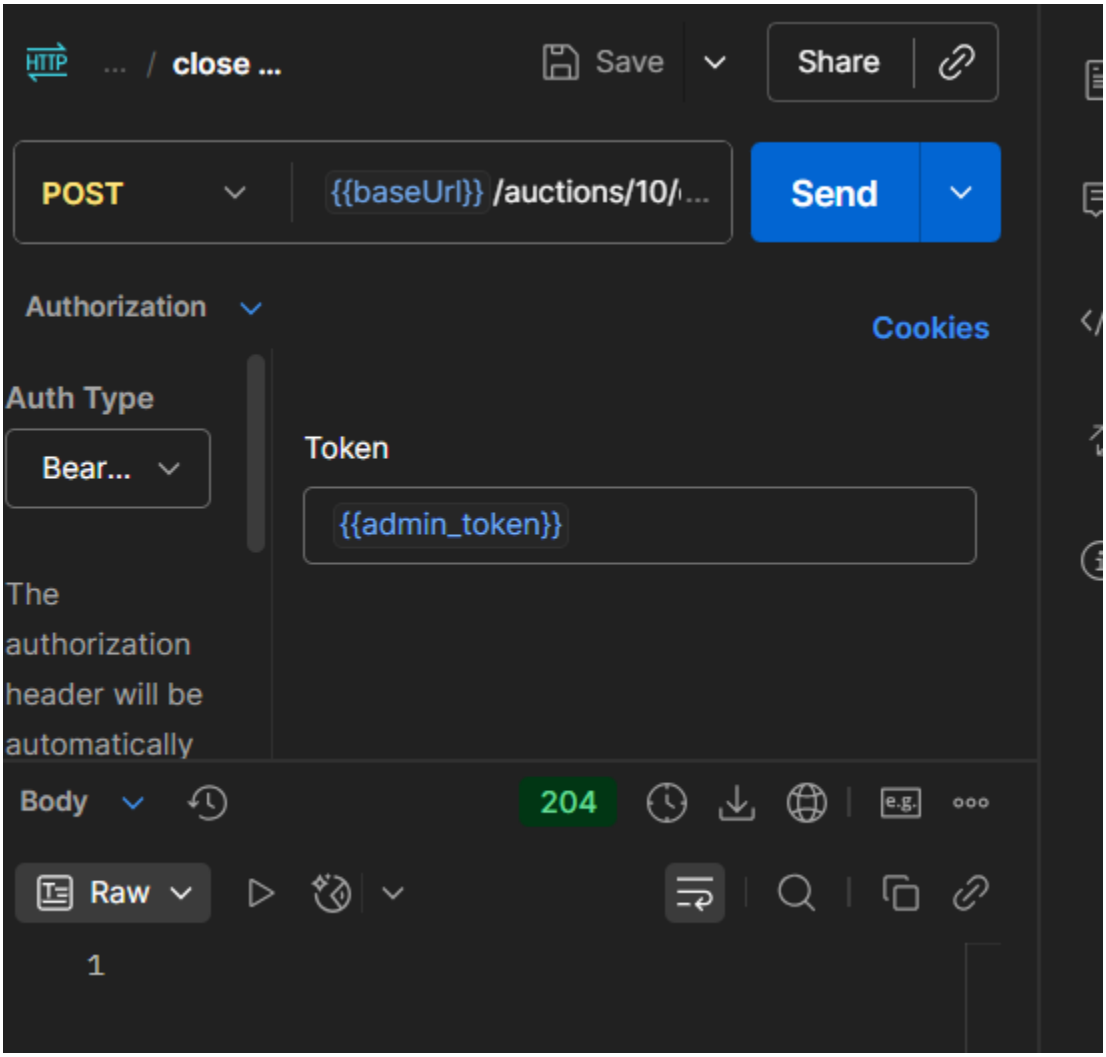
5. Place bid

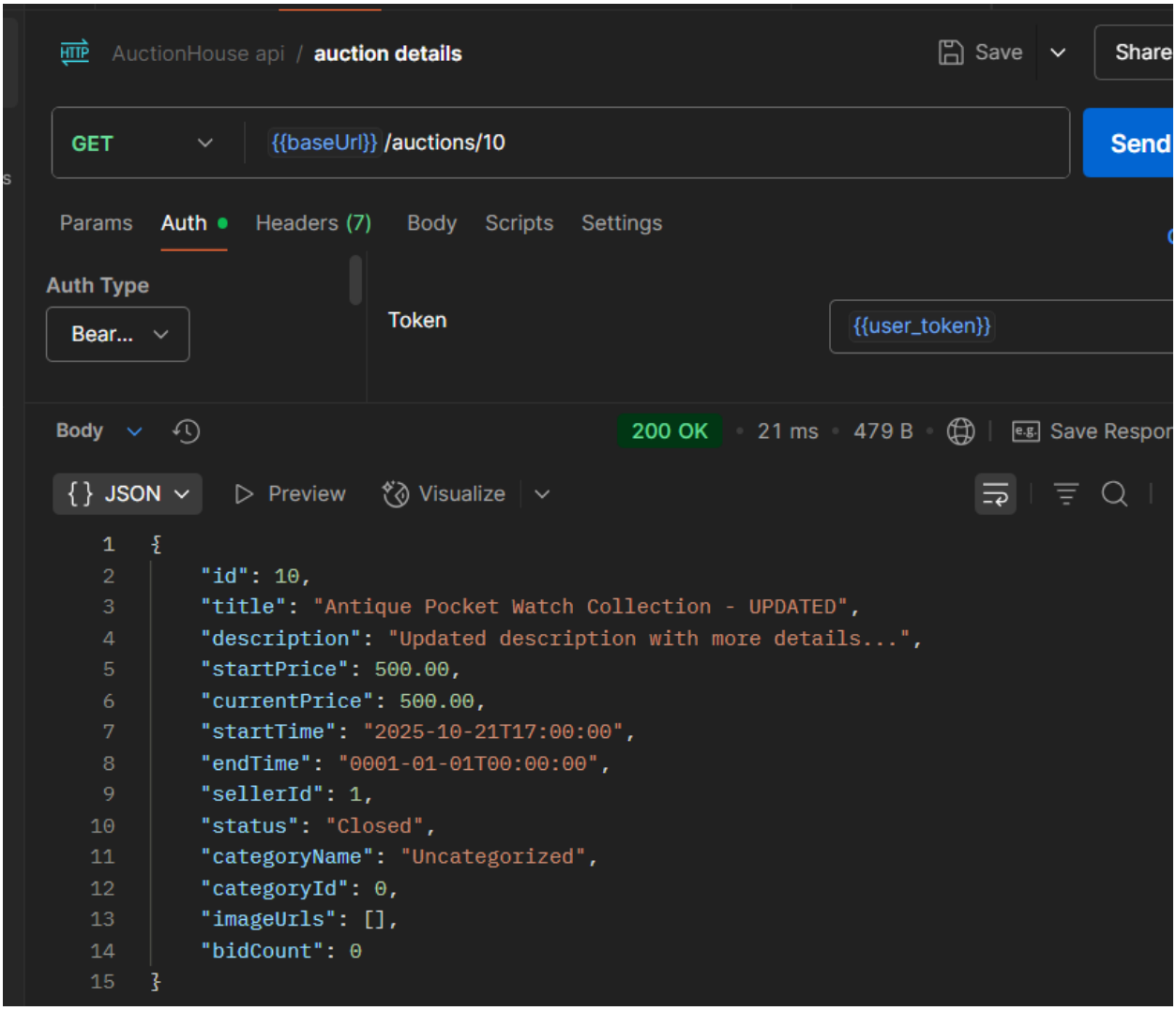

AuctionHouse api / add bid
Save
Share
POST
{{baseUrl}} /bids
Send
Params
Auth
Headers (9)
Body
Scripts
Settings
raw
JSON
Schema
{
"auctionId": 1,
"amount": 4000.00
}
Body
200 OK
435 ms
244 B
Save Response
JSON
Preview
Visualize
{
"id": 15,
"auctionId": 1,
"bidderId": 7,
"amount": 4000.00,
"timestamp": "2025-10-21T16:11:43.3301754Z"
}

6. Update auction

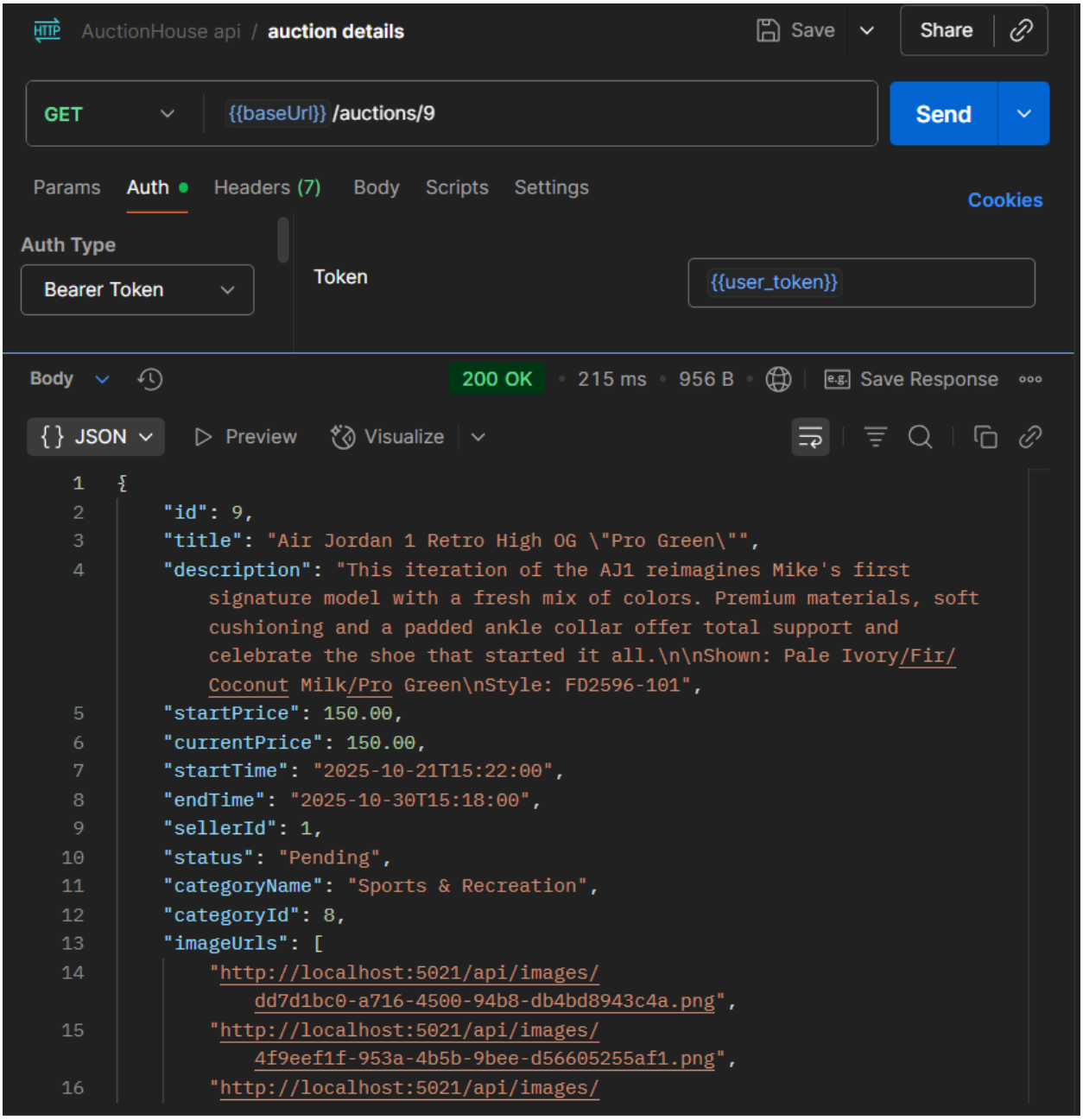


7. Close auction

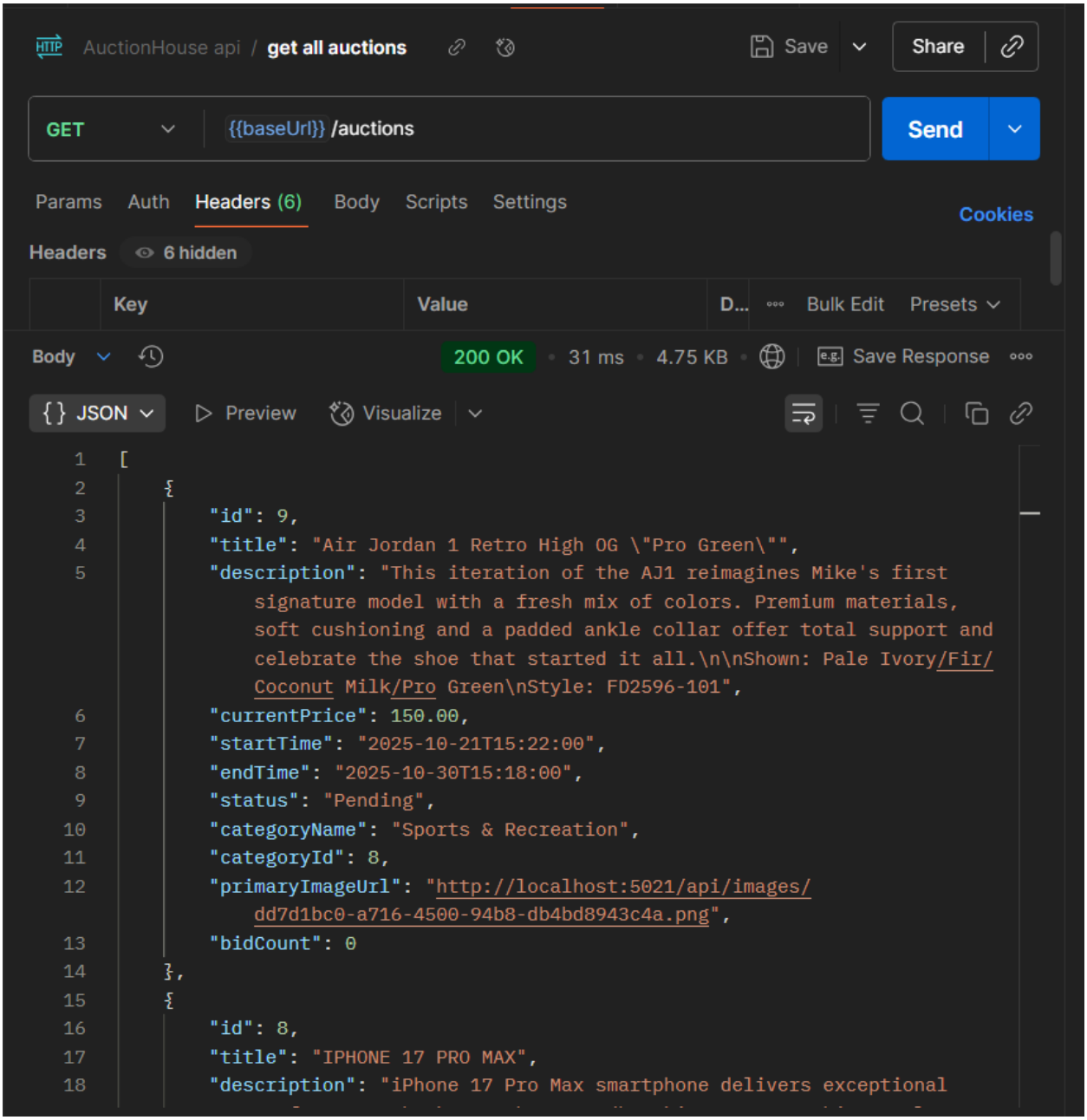



AuctionHouse api / auction details
Save
Share
GET
{{baseUrl}} /auctions/10
Send
Params
Auth
Headers (7)
Body
Scripts
Settings
Auth Type
Bear...
Token
{{user_token}}
Body
200 OK
21 ms
479 B
Save Respon
JSON
Preview
Visualize
{
"id": 10,
"title": "Antique Pocket Watch Collection - UPDATED",
"description": "Updated description with more details...",
"startPrice": 500.00,
"currentPrice": 500.00,
"startTime": "2025-10-21T17:00:00",
"endTime": "0001-01-01T00:00:00",
"sellerId": 1,
"status": "Closed",
"categoryName": "Uncategorized",
"categoryId": 0,
"imageUrls": [],
"bidCount": 0
}

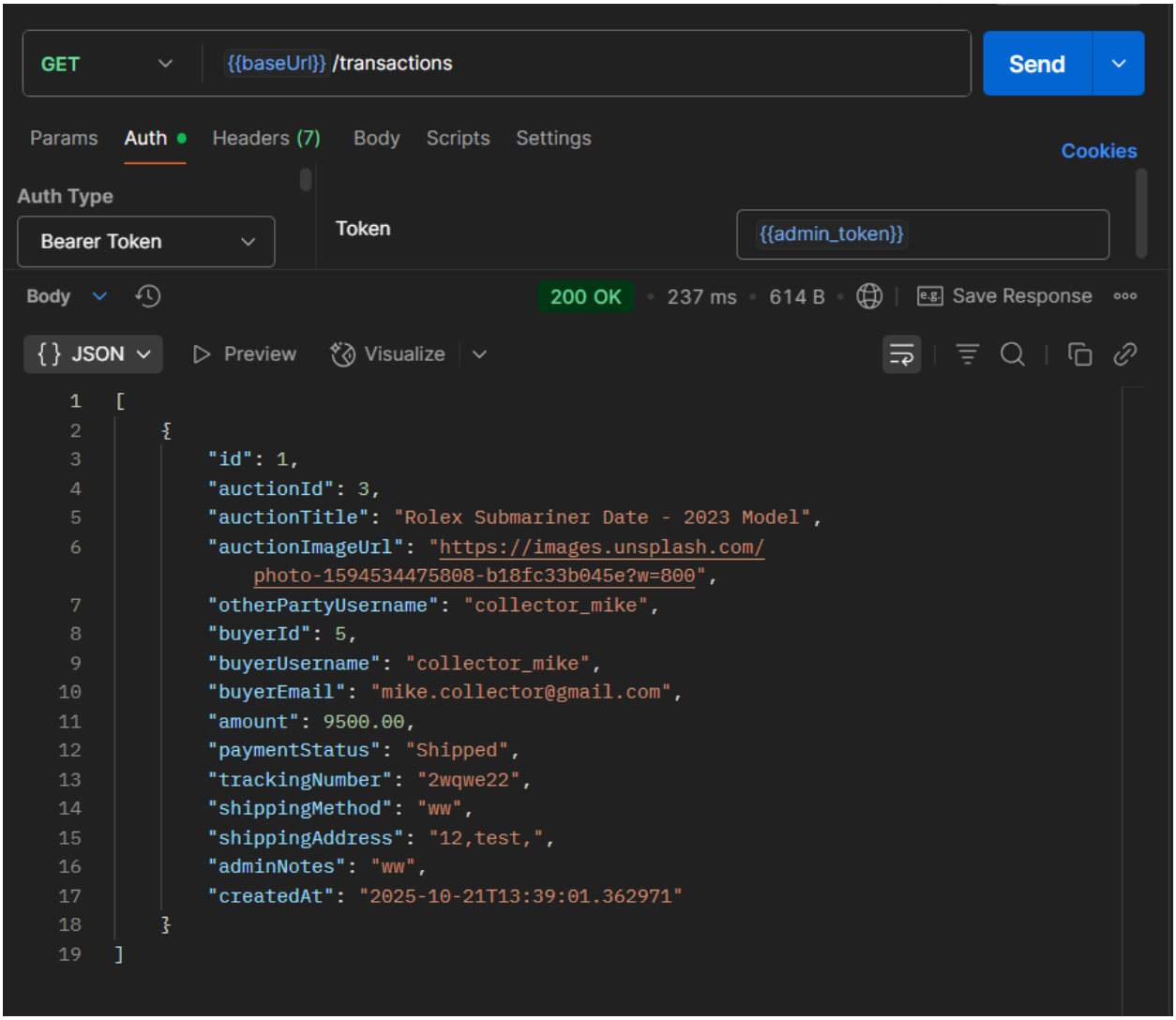
8. Auction details



9. All auctions



10. All transactions



All tests confirmed that the application's functionality, including real-time updates and data consistency, worked as expected.

11. Results and Discussion

The Auction House System successfully achieved its primary goal providing a **real-time, secure, and scalable auction platform**.
The use of layered architecture improved maintainability, while SignalR enabled smooth real-time communication. Applying design patterns helped maintain clean code organization and reduced technical complexity.

12. Conclusion

The developed system demonstrates the effective combination of **modern web technologies** and **solid architectural principles**. It provides users with efficient and engaging auction experience.
Future enhancements could include **AI-based analytics**, and **mobile application extensions** to improve user accessibility and engagement.

References

1. Microsoft Documentation – *ASP.NET Core & SignalR*.
2. React Official Documentation – https://react.dev.
3. Entity Framework Core Official Guide.
4. Tailwind CSS Documentation – https://tailwindcss.com.
5. Bass, L., Clements, P., & Kazman, R. (2012). *Software Architecture in Practice*. Addison-Wesley.