```
┌──────────────┐          ┌──────────────┐
│▞ BankGUI     │ ───────▶ │   View       │
└══════════════┘          └──────────────┘
       │
       ▼
┌──────────────┐
│▞ BankServer  │
└══════════════┘
       │        ╲
       ▼         ╲
┌──────────────┐  ▼ ┌──────────────┐
│   Bank       │    │▞ Connection  │
└──────────────┘    └══════════════┘
   │      ╲                 │
   ▼       ▼                ▼
┌──────────┐ ┌──────────────┐ ┌──────────────┐
│ NetInfo  │ │ Account(i)   │ │  Message     │
└──────────┘ └──────────────┘ └──────────────┘
```

BankGUI – Creates an instance of the bankserver.

View – Binds the list view to the connectionLoggerService list of Messages.

ConnecitonLoggerService – Singleton list for storing messages.

BankServer – When a socket connects, create a connection and start the thread.

Bank – Bookkeeping for bank accounts.

Connection – Handles communication between the bank and Auction house and clients.

Message – Communication object sent over input and output stream.

NetInfo – Inet address and port information.

Account – Bank accounts for auction house and clients.