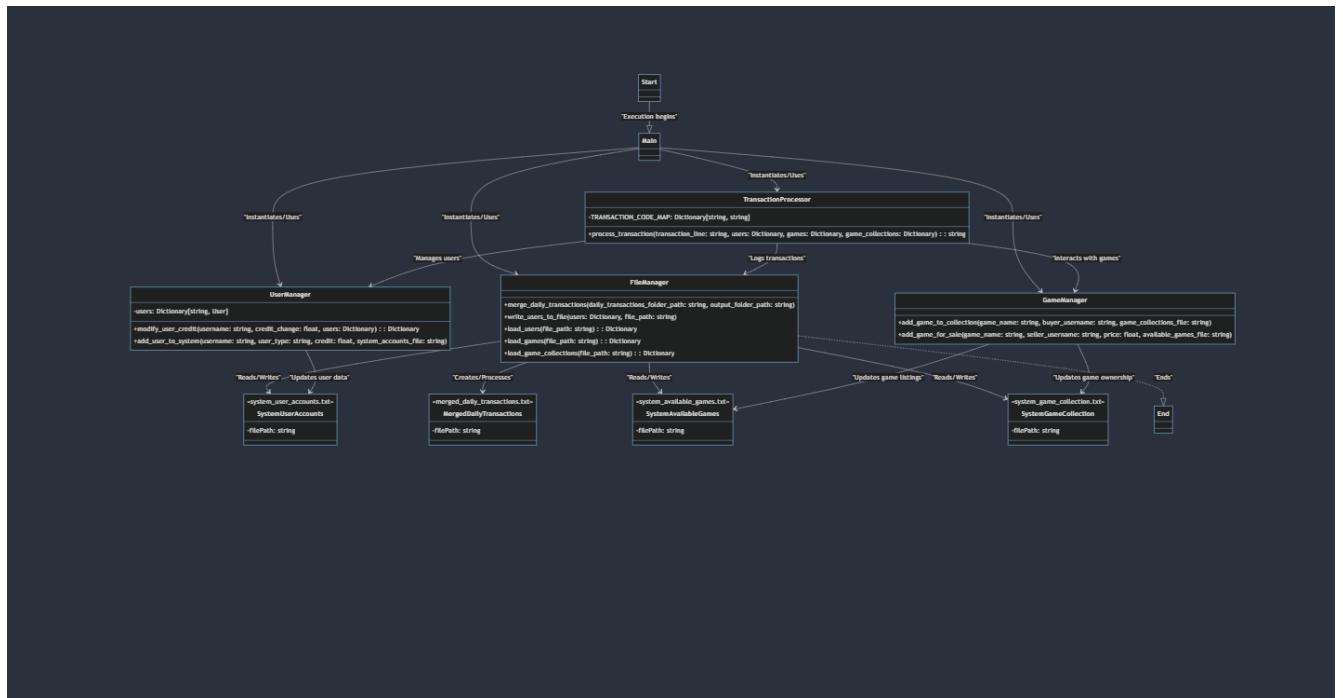


# Back End Design Document

UML: A better more zoomed in copy will be attached



Class	Method	Description
UserManager	modify_user_credit	Modifies a user's credit amount and updates the user list.
	add_user_to_system	Adds a new user with specified details to the system account files
TransactionProcessor	process_transaction	Processes a single transaction line and updates user, game, or game collection data accordingly.
	TRANSACTION_CODE_MAP	A mapping to relate transaction codes to their respective processing functions.
GameManager	add_game_to_collection	Adds a purchased game to a user's personal game collection.
	add_game_for_sale	Lists a new game for sale in the available games file with seller and price details.
FileManager	merge_daily_transactions	Merges individual daily transaction files into a single consolidated file.
	write_users_to_file	Writes updated user details back to the system accounts file.
	load_users	Loads user account details from a file into the program.
	load_games	Loads available game details from a file into the program.
	load_game_collections	Loads the game collections of users from a file into the program.
Main	-	Orchestrates the loading of data files and processing of transactions during program execution.