



In our design most of the definitions will be done in the main() part of the program. For example the seller, item and buyer methods are called at the beginning of main() in order for them to have values. Buyers and sellers interact through a transaction, while transactions use transaction in order to keep a record of all actions of the five items. However there is only one seller per item and only one item per transaction. The loop that determines the winning buyer is also in main().

