Entity Classes

User	**Child: Admin**
- Stores name, portfolio, id - callTransaction()	- Portfolio - Admin

Admin	**Parent: User**
- Regulate and ban users - Control transaction flow	- Portfolio - Admin

Transaction	
- stores sender and receiver - stores id - asset being traded - stores voter name and total votes for and against	- User and Admin - Asset - Portfolio

Portfolio	
- Stores array of asset, historical values - get set assets - return total value	- Asset

Asset	
- Asset symbol - price - quantity - update price - calculate value	

Use Case Classes

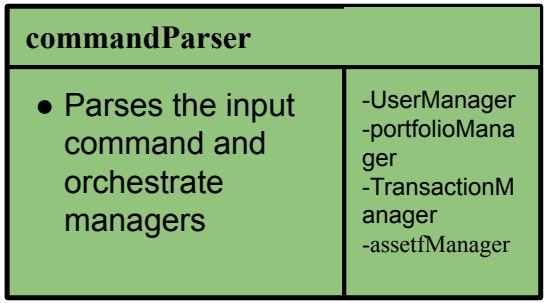
UserManager	
- Ban, promote, or accept user - Calculate voting power of user	- User - portfolioManager

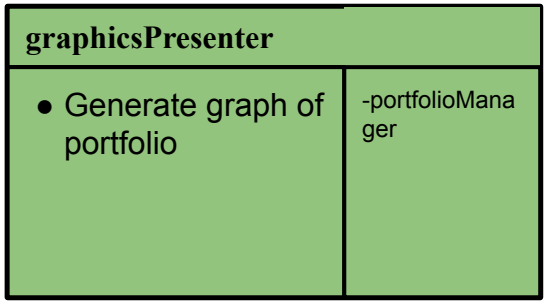
TransactionManager	
- Control transactions - Determine if transaction can be carried out directly or are votes required - Store total vote for and against an asset. - Decide the voting result whether the transaction passes.	- Transaction - User

PortfolioManager	
- Update portfolio - Determine the net worth - Stores performance history	Portfolio - transactionManager

<I> DataAccessInterface	
- Load data from API (Used for dependency inversion)	

Controller Classes





Interface Classes