Entity Classes

User Child: Admin	
- Stores name, portfolio, id - Call votes or make transactions directly	- Portfolio

Admin	Parent: User
- A user that can regulate and ban other users - Control transaction flow	

Transaction	
- Stores id, asset being traded and other various information about the transaction.	- User - Asset

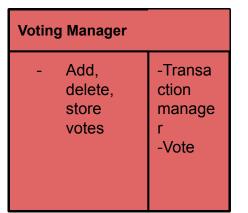
Portfolio	
- Stores array of assets - get and set assets	- Asset

Asset	
-Stores asset symbol, price, quantity.	
- getter and setter for price and quantity	

Vote	
stores id, symbol of asset being traded.stores voter name and vote power	-Transaction -User

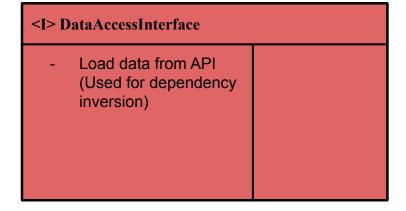
Use Case Classes

- Delete, add, get, set users



TransactionManager	
- Delete, add, get, set, and store transactions	- Transactio n

PortfolioManager		
1 1	Update global portfolio Determine the net worth Stores performance history	-User manager -TransactionMan ager



<I> Command

- Force implementation of execute() which executes the command
- Classes that implement Command (executable commands) include:

Help: Get information on all available commands.

Kick: Kick a user out of the system. **Leave**: Let the user leave the system.

CheckPrice: Get the current price of a stock.

Upvote: Vote in favour of a transaction. **Downvote**: Vote against a transaction.

CreateUser: Register a new user into the system. **ViewVotes**: View the existing votes for a transaction.

Buy: Initiate a buy transaction. **Sell**: Initiate a sell transaction.

* The referenced classes will all implement this interface with similar structures and demonstrate similar behaviour patterns, we forgo creating individual CRC cards for these classes for simplicity sake.

Controller Classes

CommandParser	
Parses the input string and outputs a command	- <i>Command</i>

CommandExecuter	
Takes a command	-CommandPar
and executes it.	sers

GraphicsPresenter	
Visualizes dataWIP	-PortfolioMana ger

Interface Classes

CLI	
Command line interface input	-Command Parser

