

-output: merged_tr

+read(self): list

+write(self): string

- END_0

- LOGIN

- games



lable_games.txt
vailable_games.txt
g): list
g, list): void

Game

- + get_seller(self): string
- + get_price(self): float
- + to_string(self): string
- name: string

- game_

- log_file

- output

+ ___init_

+ handle

- CREA

- DELET

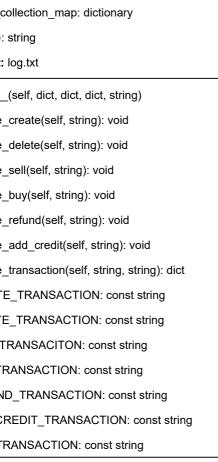
- SELL_

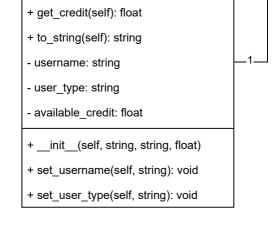
- BUY_1

- REFUI

- ADD_0

- LIST_





- + get_owner(self): string
- + set_owner(self, string): void
- + set_game_name(self, string): void
- + to_string(self): string

- selier. string

-0..* - price: float

+ __init__(self, string, string, float)

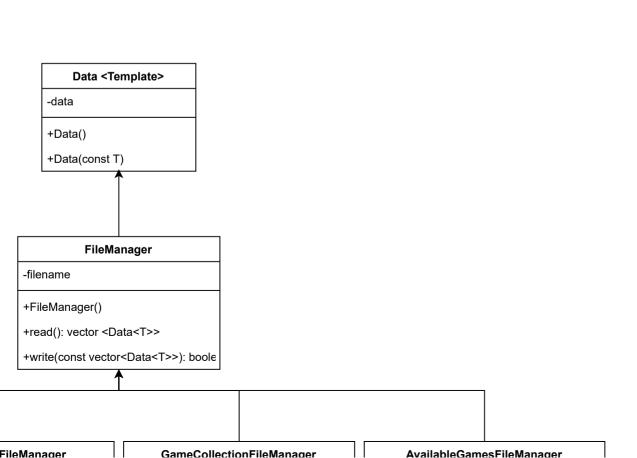
+ set_name(self, string): void

+ set_seller(self, string): void

+ set_price(self, float): void

+ get_name(self): string





Tr	ansactionCode <enumeration< th=""></enumeration<>
11	NVALID
L	ogin
L	ogout
С	Create
	elete
s	Sell
В	Buy
R	Refund
Α	ddCredit
lı	ist

	'16au(). V	ector Data String >>	'Teau(). Ve	ecioi~Daia~o
	+write(ved	ctor <data<transaction>>):</data<transaction>	+write(vec	tor <data<us< th=""></data<us<>
		† 1		1
		j		Ì
Transaction				
-transactionCode				-userAccour
-transactionUser				-gamesFileN
-transactionString				-gameColled
-successStatus				-dailyTransa
-transactionCodeMap		-0*	 1_	-loggedIn
-transactionFunctions				-ongoingSes
+Transaction(string, Session)		-		-currentUse
+Transaction(TransactionCode, Se	ession)			-sessionTrai
-parse transaction code: Transact	-			+Session(Us
-login(Transaction): string	_			GameCollec
-logout(Transaction): string				+start(): voic
-create_user(Transaction): string				-getUser(stri
-delete user(Transaction): string				-processTra
-sell(Transaction): string				
-buy(Transaction): string				
-refund(Transaction): string				
-add_credit(Transaction): string				
-list(Transaction): string				
+execute(): void				
+get_transaction_string(): string				
+get_transaction_code(): Transacti	ionCode			
+is_valid_code(string): bool				
+success(): bool				

+DailyTransactionFileManager(const string)

+read(): vector<Data<string>>

+UserAccountsFileMan

+read(): vector<Data<U

