EldiaTrade Madeo Arturi | April 4, 2021 Transaction Objects daily.txt (View) Game Database Files Attributes Attributes TransactionFactory +BuildTransaction Writes end of todays info Sends previous days info MarketPlace Build Transaction Transaction.execute() Database Controller + marketplace = Hashmap<AbstractUser, ArrrayLict<Game>>
+ AuctionSale + Final userFile = String + Final marketFile = String + Final gameFile = String +uid Client (Controller) + read database files + application = Application + todaysTransactions = ArrayList<Transaction> + write database files + operation1(params):returnType - operation2(params) Send built transaction back - operation3() + Read daily.txt -> checks Fatal errors -> CreateTransactions + Send TransactionList to Application AbstractUser Attributes Application (Model) + Addcredit + Marketplace + users = ArrayList<AbstractUser> + buy + games = ArrayList<Game> + sell + login = AbstractUser + auctionSale +delete + create + load to attributes from + refund DatabaseController + gift Sends TransactionList to Application +Transaction.execute() +removeGame + Send end of today's info to DatabaseController UserBuilder + Build() Users Buy, Sell, FS, Admin