

## Assignment 2: Estate Agent System

Programme: Computer Applications

Module Code: CA 4006

Assignment Title: The Elevator Problem

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Module Coordinator: Martin Crane

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## Program Structure

11 classes

- AgencyService
- AgencyServiceImpl
- AgencyPublisher
- AuctionsHandler
- Properties
- PropertyUtility
- Property
- AuctionDate
- Auctions
- Auction
- AuctionTimer
- Main(client side)

AgencyService, AgencyServiceImpl and Agency Publish class:

A simple datastructure to store my requests. It can link to other nodes as a link using the built classes pred and next.

AuctionHandler:

Thread that sleeps. Every 1 minute it wakes up to verify if he should initiate an auction for a said property. It does that by accessing all properties and checking the auctiondate in them.

AuctionTimer:

Thread that sleeps for established time and then terminates the auction it was assigned for.

Main:

Simple HCI made so the user at the client side can request the server side.

## Class Diagram

