Class & Methods	Description
User Class	
getUsename()	Returns user's name.
getUserType()	Returns user's type.
getBalance()	Returns user's balance.
setBalance(balance)	Sets user's balance.
setUsername(username)	Sets user's username.
setUserType(type)	Sets user's type.
deposit(amount)	Deposits x amount of dollars into user's account.
withdraw(amount)	Withdraw x amount of dollars from user's account.
Session Class	
getSession()	Returns current user's session.
setSession(currentSession)	Sets current user's session.
startSession(currentSession)	Starts session for current user.
endSession(currentSession)	Ends session for current user.

Class & Methods	Description
Game Class	
getGameName()	Returns game's name
getSeller()	Returns seller's name
getGamePrice()	Return game's price
setGameName()	Sets game's name
setSeller()	Sets seller's name
setGamePrice()	Sets game's price
InputValidator Class	
validateUser(string username, string userType)	Validates user name and user type
validateGame(string game)	Validates game name
validatePrice(double price)	Validate price
TransactionProcessor	Constructor for initializing the TransactionProcessor with references to FileManager and Session objects.
processTransaction	Processes a given transaction code and calls the appropriate private helper method for further processing.
isUserLoggedIn	Checks if a user is currently logged in within the current session.
processLogin	Handles the processing of the login transaction.
processLogout	Handles the processing of the logout transaction.
processCreate	Handles the processing of creating a new

	user account transaction.
processDelete	Handles the processing of deleting a user account transaction.
processSell	Handles the processing of selling a game transaction.
processBuy	Handles the processing of buying a game transaction.
processRefund	Handles the processing of refunding a transaction (admin-only).
processAddCredit	Handles the processing of adding credit to a user's account (admin-only).
processList	Handles the processing of listing available games for sale.
processUserList	Handles the processing of listing active users (admin-only).
processEndOfSession	Handles the processing of the end of the session, logging daily transactions and resetting the current session.
logTransaction	Private helper method to log details of a transaction.

Class & Methods	Description
Transaction	

Bool parse()	Validates the transaction codes
FileManager class	
readUserFile()	Reads the userfile, to display the users
readGamesFile()	Reads the game file, ability to display all games
writeTransactionFIle()	Ability to write into the transaction file
updateUserFile()	Ability to write into the user file
updateGamesFile()	Ability to write into the games file