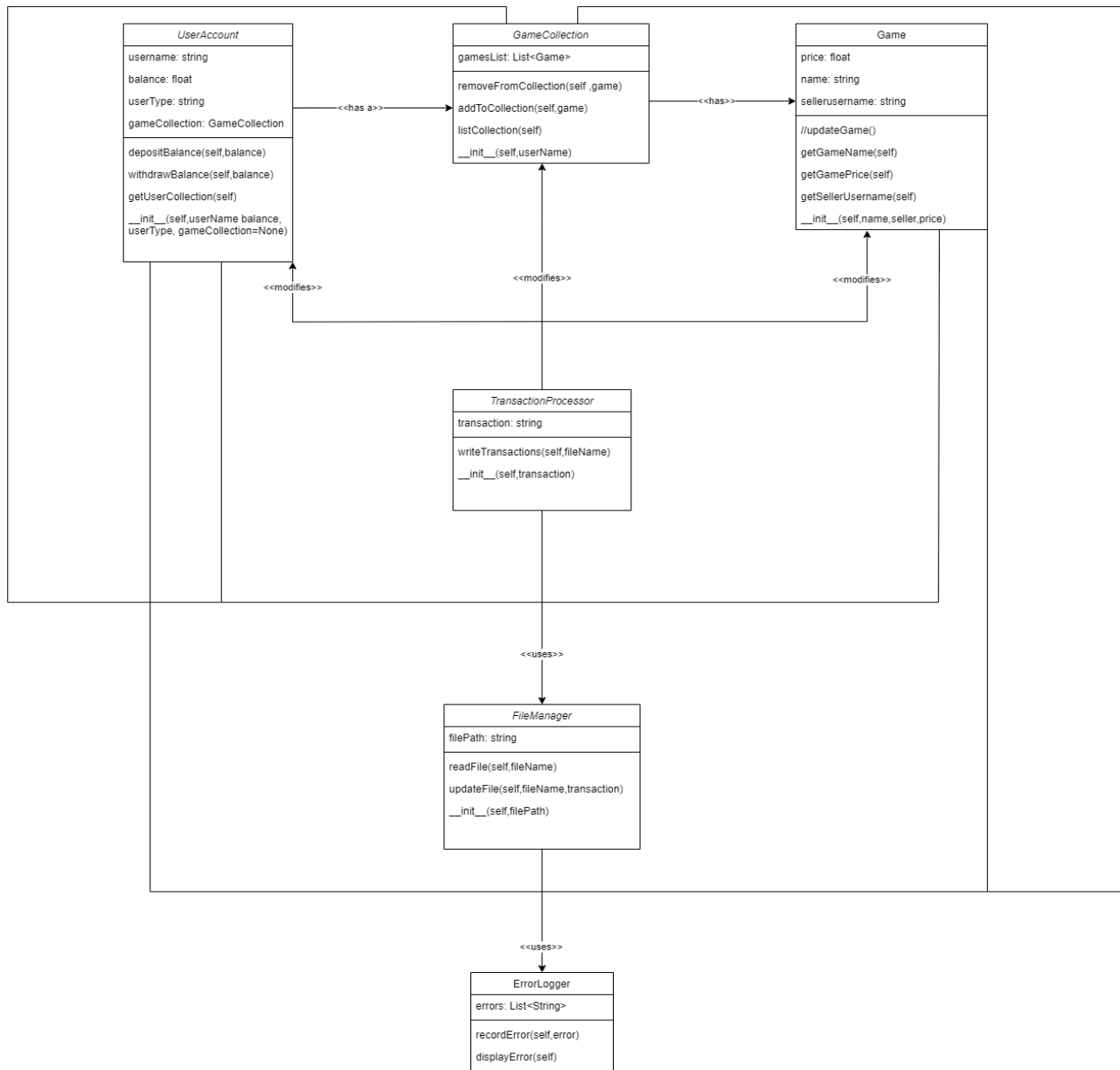


## UML:



Classes	Description	Method	Method Intention
UserAccount	Manages user data including balance, user type, and username.	updateBalance(amount)	Adjusts the user's balance by a specified amount, allowing for both increments and decrements.
		getUserCollection()	Retrieves the user's collection of purchased games, emphasizing data retrieval.
GameCollection	Stores game objects.	removeFromCollection(gameName)	Removes a game based on identifier/object from the collection.
		addToCollection(game)	Adds a game to the collection based on identifier/object.
		listCollection()	Returns a list of all games in the collection, formatted for display.
Game	Stores game information like price, name, and seller.	getGameName()	Retrieves the name of the game.

		getGamePrice()	Retrieves the price of the game.
		getSellerUsername()	Retrieves the seller's username.
TransactionProcessor	Manages the processing and recording of daily transactions.	writeTransactions(transaction, fileName)	Processes and appends transactions to a file for record-keeping.
FileManager	Handles reading and updating files based on transactions.	readFile(fileName)	Opens and reads the content of a specified file, returning its contents.
		updateFile(fileName)	Applies updates to existing files with new transactional data, integrating new data with old records.
ErrorLogger	Logs errors encountered during operations.	recordError(error)	Logs details of encountered errors for debugging and audit purposes.
		displayError()	Outputs recorded errors to a standard error stream or log file for review.