Topic   :   Online Auction System

Group no   :   MLB_06.01_07

Campus   :   Malabe

Submission Date :   20 May 2022

We declare that this is our own work and this Assignment does not incorporate without acknowledgment any material previously submitted by anyone else in SLIIT or any other university/Institute. And we declare that each one of us equally contributed to the completion of this Assignment.

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- Registered user – IT21318948 - Dissanayake K.B

Class name: Registered user	
Responsibilities	Collaborations
Update their profile and reset password	
Add and view Item	Item
Update and delete auction	Auction
Make payment	Payment
Send Feedback	Feedback

- Auction – IT21318948 - Dissanayake K.B

Class name: Auction	
Responsibilities	Collaborations
Store auction details	
Update Auction	
Delete Auction	

- **Registered user – IT21318948 - Dissanayake K.B**

// Registered users class

class Registered_users :public Unregistered_users

{

private :

   int userid;

   char username;

   char password;

   Bid* bid;

   Message* msg;

```cpp
public:

    Registered_users();

    Registered_users(int uid,char uname,char upassword, Bid* B, Message* M);

    void login();

    void updateProfile();

    ~Registered_users();

};


Registered_users::Registered_users() {


}

Registered_users::Registered_users(int uid, char uname, char upassword, Bid* B, Message*
M)

{

    userid = uid;

    username = uname;

    password = upassword;

    bid =  B;

    msg = M;

}

void Registered_users::login() {


}

void Registered_users::updateProfile() {


}

Registered_users::~Registered_users() {


}
```

- **Auction – IT21318948 - Dissanayake K.B**

```cpp
//Auction class
class Auction
{
private:
    int auctionID;
    string description;
    int quantity;
    Registered_users* Ruser;
public:
    Auction();
    Auction(int aId,char adescription,int aquantity, Registered_users* Rsu);
    void creatauction();
    void updateauction();
    void deleteauction();
    ~Auction();
};

Auction::Auction() {

}
Auction::Auction(int aId, char adescription, int aquantity, Registered_users* Rsu) {

    auctionID = aId;
    description = adescription;
    quantity = aquantity;
```

```
   Ruser = Rsu;
}
void Auction::creatauction() {


}
void Auction::updateauction() {


}
void Auction::deleteauction() {


}
Auction::~Auction() {


}
```

- **Main Program**

```cpp
#include <iostream>
using namespace std;

int main(){
  // Create object of class Registered_users.
  Registered_users regUser1;

  // Create object of class Auction.
  Auction auction1;

  return 0;
}
```