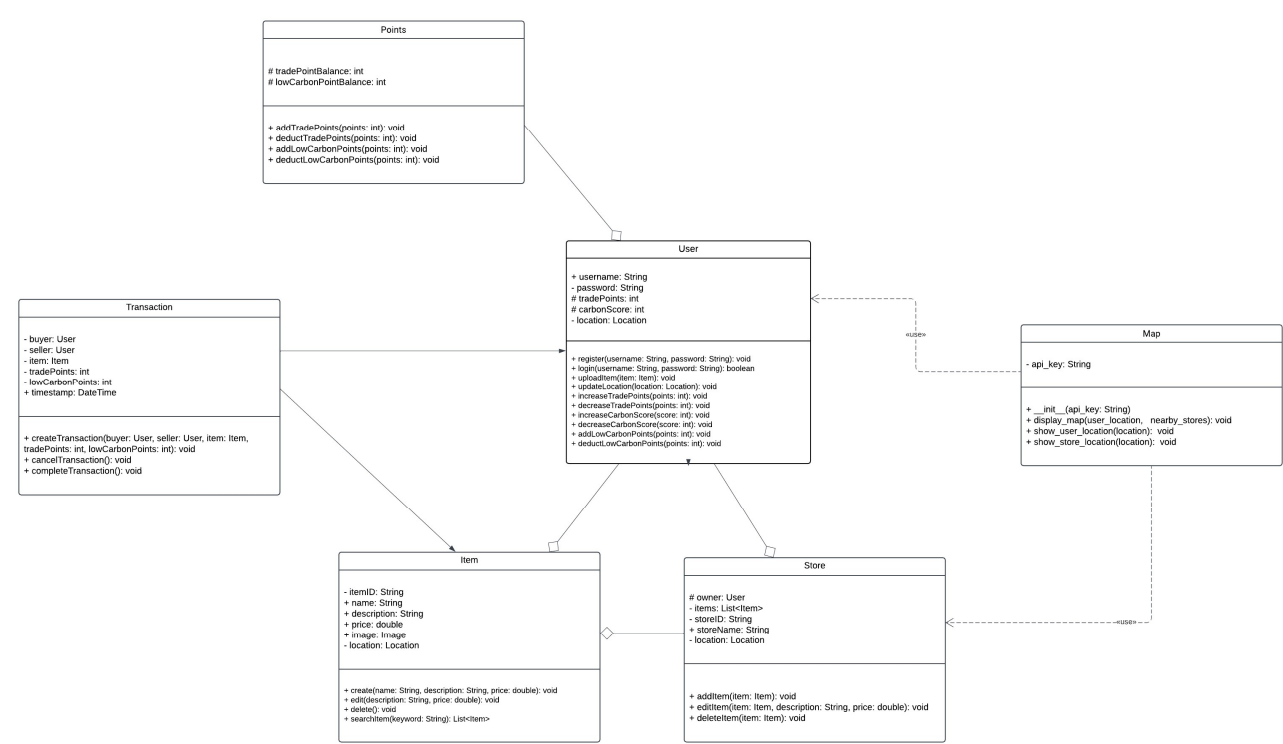


1. Introduction

This is the general idea about our app:

- 1. **Search and browse second-hand items:** Users can search for the second-hand items they need through the search box and view nearby available items for trade on a map.
- 2. **Create a personal shop:** Users can upload items they wish to trade in their own shop, providing new trading options for other users.
- 3. **Points system:** Users can earn points by selling items they no longer need and use these points to acquire items they desire, facilitating the exchange and circulation of goods.

2. Class diagram



Here's a table summarizing the classes and their main methods with explanations:

Class	Methods	Explanations
User	register(username: String, password: String): void	Registers a new user with the given username and password.
	login(username: String, password: String): boolean	Logs in the user with the provided username and password.
	uploadItem(item: Item): void	Uploads an item to the user's store
	searchItem(keyword: String): List<Item>	Searches for items based on a keyword.
Store	addItem(item: Item):	Adds an item to the store.
	editItem(item: Item, description: String, price: double):	Modifies the description and price of an item in the store.
	deleteItem(item: Item): void	Removes an item from the store.
Item	create(name: String, description: String, price: double): void	Creates a new item with the given name, description, and price.
	edit(description: String, price: double): void	Modifies the description and price of the item
	delete(): void	Deletes the item.
Transaction	createTransaction(buyer: User, seller: User, item: Item): void	Initiates a transaction between a buyer and a seller for a specific item.
	cancelTransaction(): void	Cancels the ongoing transaction.
	completeTransaction(): void	Completes the transaction.
Points	addPoints(points: int): void	Adds points to the user's point balance.
	deductPoints(points: int): void	Deducts points from the user's point balance.
Map	displayMap(): void	Displays the map with marked locations.
	getUserLocation(): Location	Retrieves the user's current location.
	displayItemLocation(item: Item): void	Marks the location of a specific item on the map.

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