# AuctionSystem Class

## Description

The AuctionSystem Class is used to determine menu views and is the controller in the application that allows the user to perform transactions while ensuring proper authorization.

## Methods

* GenerateMenu() – Function that checks the user’s account type and determines the menu screen based on the account type.
* CheckPrivileges() – Function that checks the users’ account type and determines if the user can perform the action
* Login() – Function that checks the user.txt file and if the username matches with input the user can log in.
* Logout() – Function that exits the current user out of the program
* UserAction() – Function that checks’ the user’s account type and determines whether or not it should run the transaction based on the account type.

# User Class

## Description

The User Class is an object that’s used when a user is logged in and informs the user what transactions they can perform in the system.

## Methods

* CreateAccount() – Function that allows an admin to create another user object and writes to the users.txt file
* Delete() – Function that allows an admin to delete another user and item in the auction system.
* AddCredit() – Function that allows the user to add credits to themselves or other users if they’re an admin
* Bid() – Function that allows the user to bid on an item that’s in the auction system
* Advertise() – Function that allows the user to advertise an item in the auction system
* Refund() – Function that gives the credit back from a seller’s account

# FileController Class

## Description

The FileController class is used for file Input and Output controls for text documents.

## Methods

* ReadFile() – Function that allows the application to read a file
* WriteFile() – Function that allows the application to write to a file
* CloseConnection() – Function that allows the application to close the file stream
* OpenConnection() – Function that allows the application to open the file stream