CSCI 3060U

Cute Cowboys

Phase #4

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Classes

FileParser

Methods	Description
public getFileInfo(String fileName): Vector<String>	Returns a vector of strings that has all the information from the file name passed in.
public writeFile(String fileName, Vector<String> data): void	Write the data stored in the passed vector to the file specified.
Public wipeTransactionFile(): void	Delete all the transactions that are in the daily transaction file after they have been processed

Run

Methods	Description
public static main(String[] args): void	Instantiates a Backend object to deal with the mutating of data retrieved from reading files. The files are sent to this object and once the new data has been computed write the new data to the files.

Backend

Attributes	Description
private users: Vector<String>	Vector of users taken from the current user file
private transactions: Vector<String>	Vector of transactions taken from Daily transaction file
private items: Vector<String>	Vector of items taken from available items file
Methods	**Description**

public setUsers(Vector<String> users): void	Sets the users vector to the passed data
public setTransactions(Vector<String> transactions): void	Sets the transactions vector to the passed data
public setItems(Vector<String> items): void	Sets the items vector to the passed data
public getUsers(): Vector<String>	Gets the data from the users vector
public getTransactions(): Vector<String>	Gets the data from the transactions vector
public getItems(): Vector<String>	Gets the data from the items vector
public addNewUser(String userDetails): void	Adds a new user to the users vector based on the "create" transaction
public updateUser(String userDetails): void	Updates a user string in the users vector based on the "addcredit" transaction
public deleteUser(String userDetails): void	Deletes a user from the users vector based on the "delete" transaction
public addNewItem(String itemDetails): void	Adds a new item to the items vector based on the "advertise" transaction
public updateItem(String itemDetails): void	Updates an item string in the items vector based on the "bid" transaction
public deleteItem(String itemDetails): void	Deletes an item from the item vector based on various transactions

Backend

- users: Vector<String>
- transactions: Vector<String>:
- items: Vector<String>

+addNewUser(String userDetails): void
+updateUser(String userDetails): void
+deleteUser(String userName): void
+addNewItem(String itemDetails): void
+updateItem(String itemDetails): void
+deleteItem(String itemName): void
+setUsers(Vector<String> users): void
+setTransactions(Vector<String>
transactions): void
+setItems(Vector<String> items): void
+getUsers():Vector<String>
+getTransactions():Vector<String>
+getItems():Vector<String>

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Run

+main(): void

FileParser

+ writeFile(String file, Vector<String> users)
: void
+wipeTransactionFile(): void
+getFileInfo(String fileName): Vector<String>

daily_transaction_file

current_user_account_file

available_items_file