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CSCI – 3240

Final project proposal

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**AuctionWise**

**Description:**

The online auction system will be based on a client-server model, where the server will act as a mediator between different clients. The clients will connect to the server and then the server will enable them to bid on items and make purchases.

**Client:**

The client will allow users to connect to the server and interact with other users. The client will provide a user interface for users to place bids on available items. The client will also mandate a user provided ID to authenticate the bidder.

**Server:**

The server will be responsible for managing the auction process and relaying information between different clients. It will offer services such as user authentication, bidding management, and payment processing. The server will maintain files of available items, bidders, and bidder payment information. When a user places a bid, the server will receive the bid and update the bidding history. The server will also keep track of the highest bidder and the current price of the item.

**Language/library:**

I will probably end up using C language to write the auction model. I have used it to write a client-server model and feel confident to write another using it. I will use what I have already done as a basic skeleton for the rest of the project. The csapp files will also be helpful for my project as they already provide the framework needed to establish client-server communications.