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Client

- 1. Client pushes the "Place Bid" button on the <u>form</u> which **sends** the input data to the verify method in the form
- 2. The verify method within the <u>form</u> compares the input bid on the selected <u>product</u> and **sends** the bid number and <u>product</u> to the <u>controller</u>.
- 3. The <u>controller</u> **creates** a <u>message</u> containing the product's name and the new bid number. The <u>message</u> should be **serialized** using JSON
- 4. The <u>controller</u> **sends** the <u>serialized message</u> to the <u>server</u> using websockets
- 11. The <u>client controller</u> **recieves** the <u>message</u> from the <u>server</u>
- 12. The <u>client controller</u> **deserializes** the <u>message</u>, confirms message type, and fills a new <u>product list</u> with the contents
- 13. The <u>controller</u> **replaces** its' <u>product list</u> with the new product list
- 14. The <u>form</u> registers a change in the <u>product list</u> using an event listener and **refreshes** its contents

Server

- 5. <u>Server recieves message</u> from <u>client</u> using websockets
- 6. The <u>server controller</u> **deserializes** the message and confirms message type
- 7. The <u>server controller</u> **reads** product name and bid amount
- 8. <u>Server controller</u> **updates** highest bid on given <u>product</u> in the library
- 9. <u>Controller</u> **creates** a <u>message</u> containing the <u>product list</u>. The message should be **serialized** using JSON
- 10. The <u>controller</u> **sends** the <u>serialized</u> <u>message</u> to the <u>clients</u> using websockets