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This project is, in a sense, a game. The main functionality and graphical interface are implemented using the Swift framework. One of the key features of this project, on which almost the entire implementation rests, is the connected postgresql database.

The user has a system of menus and windows, thanks to which he can open different tabs and carry out further manipulations with the presented functionality.

The login class is used to check the login and password. Menu class is the main menu of the program.

In the Shop Class, we see an assortment of video cards and you can purchase them at your own expense.

In the Create class, you can create a vidocard and also use the methods to automatically calculate new parameters.

In the work class, you see your purchased video cards, their performance, their overall performance and profitability, as well as the mining of cryptocurrency in real time.

In the Bank class, you can see the balance on your wallets and add money.