Trade Hub Documentation

Overview

Trade Hub is a console-based trading application that simulates the buying of assets such as stocks. Users can create accounts, manage their portfolios, and perform trades using a virtual trading account.

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Features

- **User Account Management**: Users can create an account with their name, email, and phone number.
- Portfolio Management: Users can view and manage their collection of purchased assets
- Trading Account: Allows users to add funds and perform trades.
- Order Placement: Users can purchase assets by specifying the desired quantity.

How It Works

- 1. **User Registration**: Users provide their details to create an account.
- 2. Add Funds: Users deposit funds into their trading account.
- 3. View Assets: Users can view a list of available assets for trading.
- 4. Place Orders: Users select an asset, specify a quantity, and place an order.
- 5. Manage Portfolio: Users can view their purchased assets and quantities.

Code Components

- Asset Interface: Blueprint for asset classes.
- StockAsset Class: Represents stock-based assets.
- Order Class: Represents a trade order.
- Portfolio Class: Manages user's collection of assets.
- TradingAccount Class: Handles account balance and transactions.
- User Class: Represents a user.
- UserService Class: Manages user-related operations.
- PortfolioService Class: Handles portfolio-related operations.
- Main Class: Entry point of the application.

Class Descriptions

1. Asset Interface

Defines the structure for all asset types.

Methods:

- String getId(): Returns the asset's ID.
- String getName(): Returns the asset's name.
- o double getPrice(): Returns the asset's price.

2. StockAsset Class

Represents stocks as tradable assets.

• Attributes:

- o String assetId: Unique identifier.
- String name: Name of the stock.
- o double price: Price of the stock.

• Implements Methods:

o getId(), getName(), getPrice().

3. Order Class

Tracks a single trade order.

Attributes:

- o String orderId: Unique identifier for the order.
- o Asset asset: Asset being traded.
- o int quantity: Quantity purchased.

• Methods:

- Asset getAsset(): Returns the asset.
- int getQuantity(): Returns the quantity ordered.

4. Portfolio Class

Manages a collection of orders.

Attributes:

List<Order> orders: List of all orders.

• Methods:

- o addOrder(Order order): Adds an order to the portfolio.
- viewPortfolio(): Displays all assets and their quantities.

5. TradingAccount Class

Handles user's trading funds.

Attributes:

double balance: Available funds.

Methods:

- o addFunds(double amount): Adds funds to the account.
- boolean deductFunds(double amount): Deducts funds for a transaction, returns false if insufficient.
- o getBalance(): Returns the current balance.

6. User Class

Stores user information.

Attributes:

- o String userId: Unique identifier.
- o String name: Name of the user.
- String email: Email address.
- o String phone: Phone number.

Methods:

getName(): Returns the user's name.

7. UserService Class

Manages user-related operations.

• Methods:

 createUser(String userId, String name, String email, String phone): Creates and returns a new user.

8. PortfolioService Class

Handles portfolio operations.

Methods:

 placeOrder(User user, Portfolio portfolio, TradingAccount account, Asset asset, int quantity): Places an order if funds are sufficient.

9. Main Class

The main execution point of the program.

• Flow:

- 1. User registration.
- 2. Add funds to trading account.
- 3. Display available assets.
- 4. Place an order.
- 5. Display the user's portfolio.

Execution Flow

- 1. Initialize Services: UserService and PortfolioService are instantiated.
- 2. Collect User Input: Name, email, phone, and initial funds are collected.
- 3. **Display Assets**: Available assets are displayed with prices.
- 4. **Asset Selection**: User selects an asset and specifies the quantity.
- 5. Place Order: Funds are deducted, and the order is added to the portfolio.
- 6. View Portfolio: User views their purchased assets.

Future Enhancements

- 1. Persistent Storage:
 - o Save user data, portfolio, and transactions in a database.
- 2. Asset Management:
 - o Add more asset types (e.g., bonds, ETFs).
- 3. Live Data Integration:
 - Fetch real-time asset prices using APIs.
- 4. User Authentication:
 - o Add login and password-based authentication.
- 5. Enhanced UI:
 - o Replace the console interface with a GUI or web interface.
- 6. Reporting:
 - Add profit/loss tracking and reporting features.

This documentation serves as a complete guide to understanding and working with the Trade Hub application.