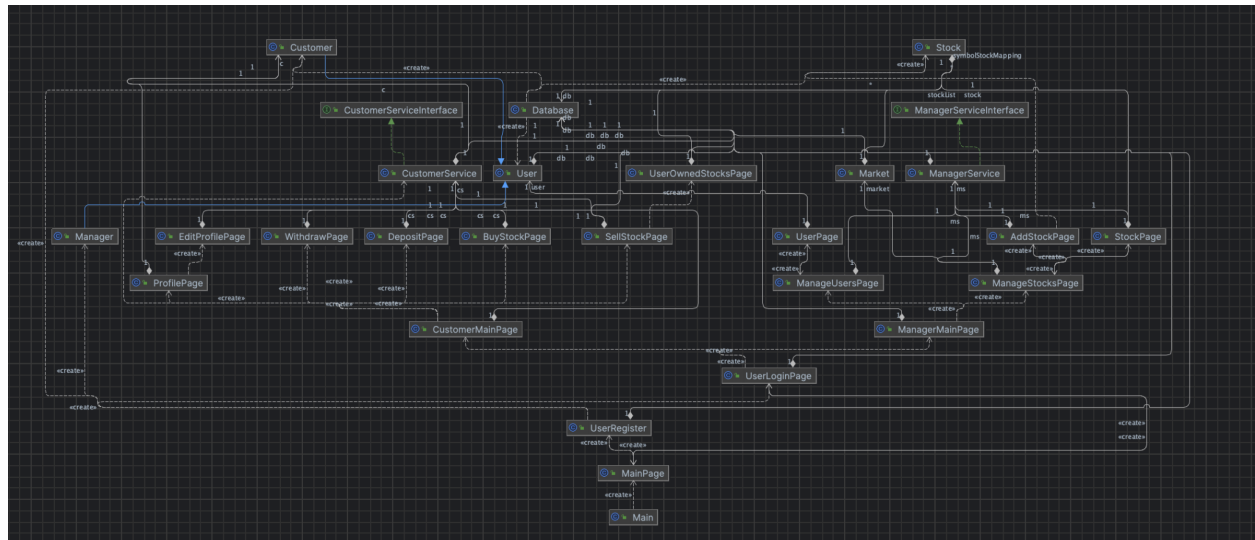


CS611-A4
Trading System

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UML



Files

AddStockPage: Page which allows you to add stocks
BuyStockPage: Page which allows you to buy stocks
Customer: Class that maintains customers extends Users
CustomerMainPage: Main page for Customers
CustomerService: Concrete service interface for Customers and DB
CustomerServiceInterface: Abstract service interface for Customers and DB
Database: Main DB class that maintains all DB functionality
DepositPage: Page where Customers can deposit money
EditProfilePage: Users can edit their profile
Main: Entrance to application
MainPage: Main page of the application
Manager: Class that maintains Manager extends User
ManagerMainPage: Main page for Manager
ManagerService: Concrete service interface for Manager and DB
ManagerServiceInterface: Abstract service interface for Managers and DB
ManageStocksPage: Manager Page for managing stocks
ManageUsersPage: Manager page for managing users
Market: Class that maintains Market
ProfilePage: Page that shows profile for Customer

SellStockPage: Page that shows sell stock information
Stock: Class that maintains stock information
StockPage: Page that shows Stock information
User: Main User class that is extended by Customers and Managers
UserLoginPage: Login page for Users
UserOwnedStocksPage: Page that shows User owned stocks
UserPage: Page that lets Manager view User
UserRegister: Page for registering users
WithdrawPage: Page for withdrawing cash for user

Notes

Design:

Our program is designed to support customers and a unique manager to perform trading operations. We choose to use a SQL database with the pre-constructed schema to set up the persistent data storage for user data and stock information. We also create GUI interfaces to support users' interactions with our program. The GUI is connected with our Java backend classes and methods that are used to perform and execute the operations. We implemented separate service layers for the manager and customers. This design decouples the functionality of a unique stock market manager and customers, making sure each separate role can only access the operations that only belong to the role's responsibilities. The manager will interact with the database (add/modify stocks/customers) with methods from ManagerService class and each customer will interact with methods (trade stocks/deposit/withdraw) from CustomerService class. We also implemented the singleton pattern for the manager account creation and the database so we are only using the same manager account every time the user logs in as manager and every user is accessing the same only database. We also implemented abstraction, encapsulation, and polymorphism in our structure creating interfaces for the service layer and user superclass for the manager and customers. Our program is scalable because of the separation of the user layer, service layer, and database layer which makes it easy to add additional features to each layer.

How to compile and run

```
javac Main.java
```

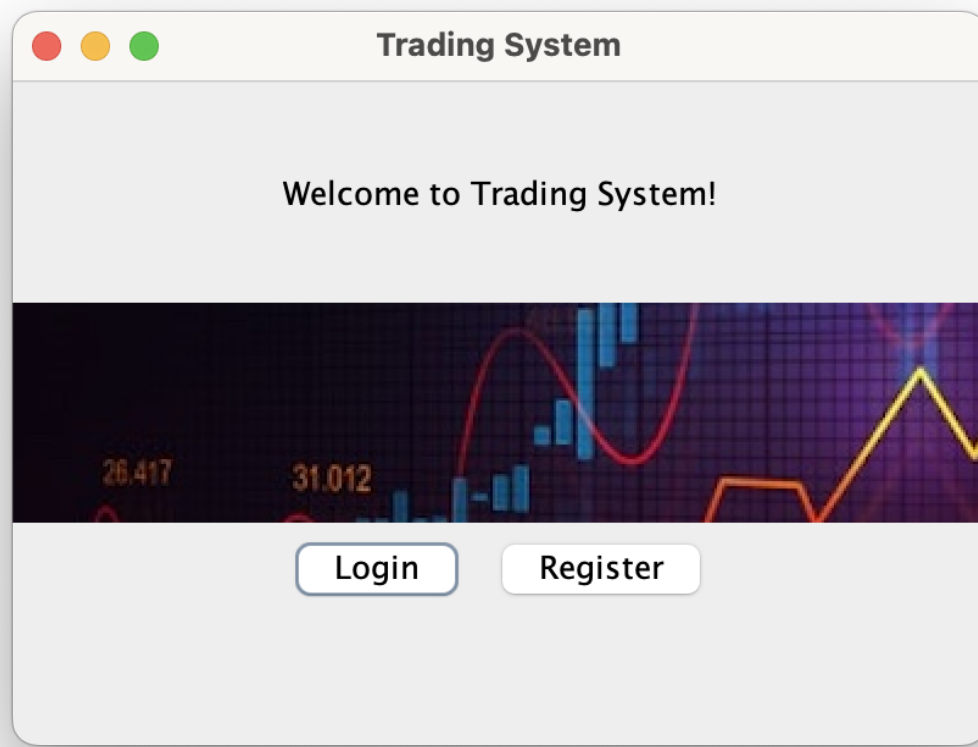
```
java BeginGame
```

Input/Output Example

<Place here an example of how the program runs. Include both its outputs and correctly formatted inputs. Please clearly mark the inputs.>

1. Run main

2. Main page



3. Press register. There is only one manager. So the Manager class has used Singleton pattern to ensure the uniqueness. Only when there is no manager, user can check the blank at the left of "Register as Manager". If there had been a manager in the database then this blank is deactivated. After the information has been added then press "Add User". After that, you will be automatically led to the login page.

Register a new user

First Name: m

Last Name: m

Email: m@bu.edu

Password: m

☒ Register as Manager

Add User

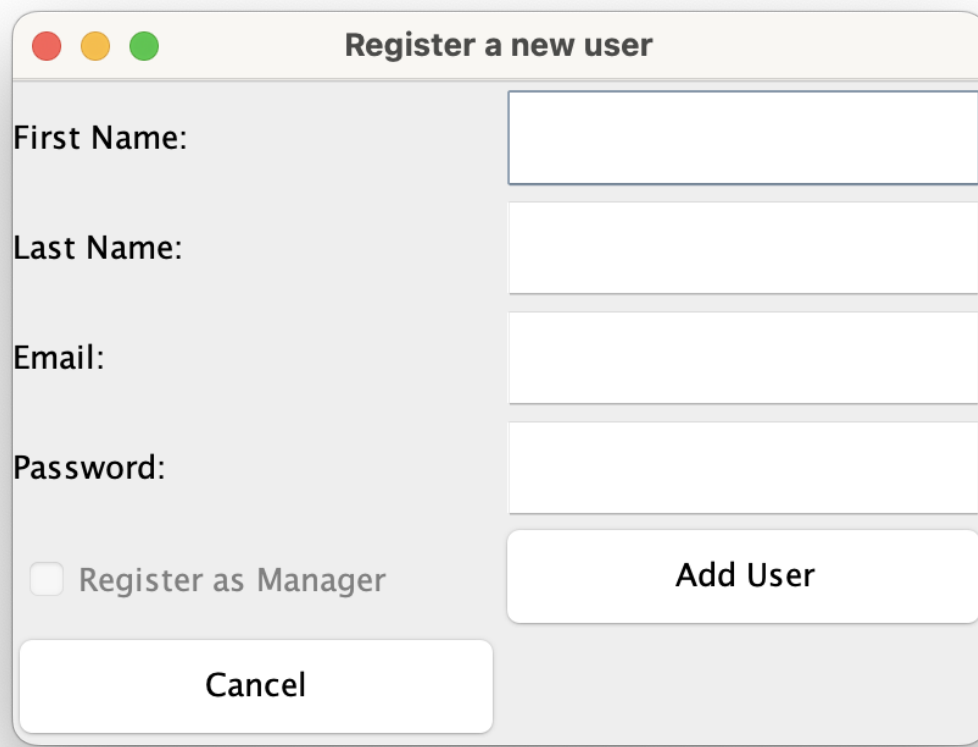
Cancel

7. Login page. Press cancel to go back to the main page in Step 2.

The image shows a standard macOS-style login window. The title bar is light yellow and contains three colored window control buttons (red, yellow, green) on the left and the text 'Log in to Your Account' in the center. The main content area has a light gray background. On the left side, the labels 'Email:' and 'Password:' are displayed in a dark gray font. To the right of 'Email:' is a white text input field with a thin blue border. To the right of 'Password:' is another white text input field, also with a thin blue border. At the bottom of the window, there are two white buttons with rounded corners. The left button is labeled 'Login' and the right button is labeled 'Cancel', both in a dark gray font.

8. Next time when you click register on the main page you won't be able to register as manager anymore because there has been one in the database. The blank of "register as manager" would be deactivated. A string of "Manager is

there" will be outputted.



Register a new user

First Name:

Last Name:

Email:

Password:

☐ Register as Manager

Add User

Cancel

9. Write the information needed to register as a customer. If you leave some blank unfilled then a warning message will appear.



The image shows a macOS-style window titled "Register a new user". It has a light gray background and a title bar with three colored buttons (red, yellow, green) on the left. The window contains the following elements:

- First Name:** A text input field containing the letter "a".
- Last Name:** A text input field containing the letter "a".
- Email:** A text input field containing "a@bu.edu".
- Password:** A text input field containing the letter "a".
- Register as Manager:** A checkbox that is currently unchecked, followed by the text "Register as Manager".
- Add User:** A white button with a gray border and rounded corners.
- Cancel:** A white button with a gray border and rounded corners.

If you put in an invalid email without a "@", then when you press "Add User" an warning will be demonstrated.

Register a new user

First Name: a

Last Name: a

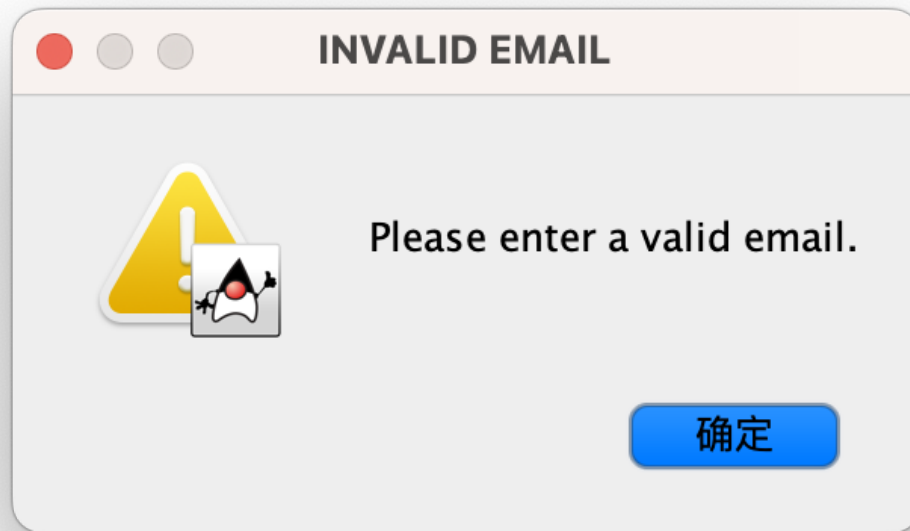
Email: a

Password: a

☐ Register as Manager

Cancel Add User

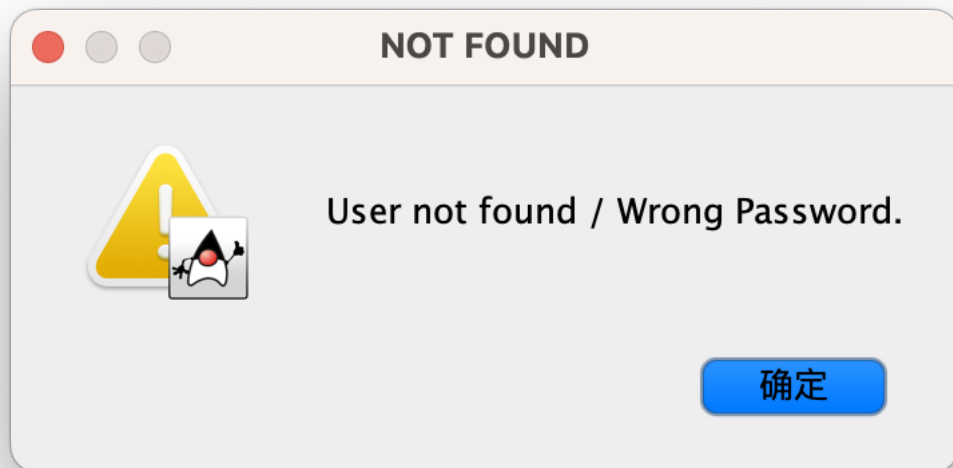
10. invalid email format error report: Press "OK" to go back to the Register page.



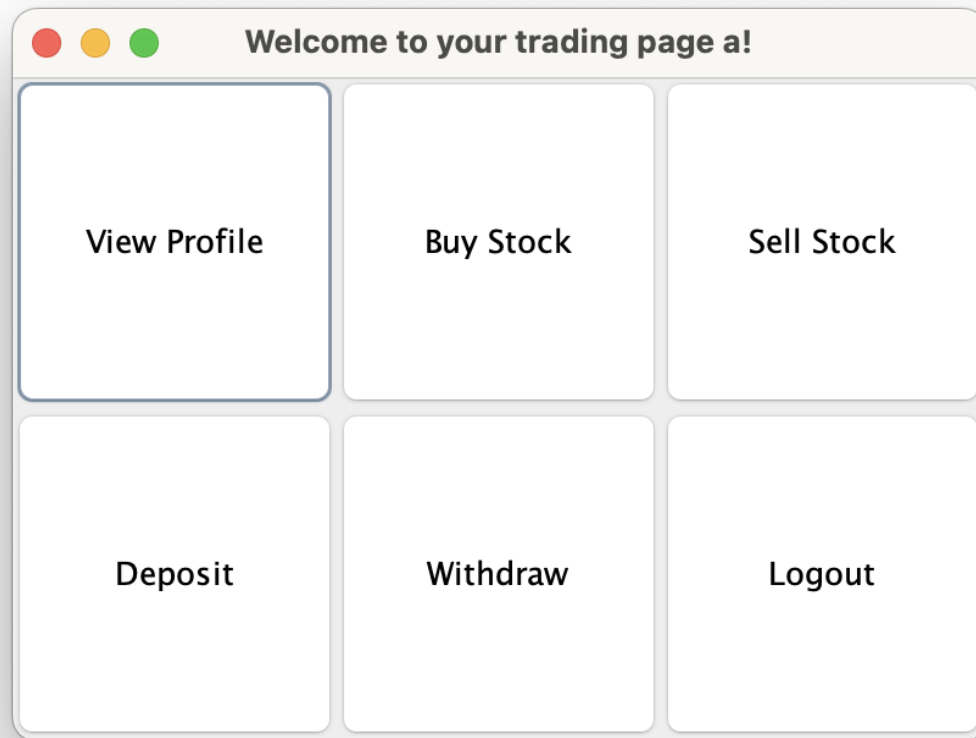
12. After a valid email is entered and the "add user" button is clicked. You automatically go to the Login page. Press cancel to go back to the main page.

13. using the correct username and password to login.

13. if the email or password is wrong, then when press login, console outputs: "User not found. \n Error login to database." A warning message will also be shown.



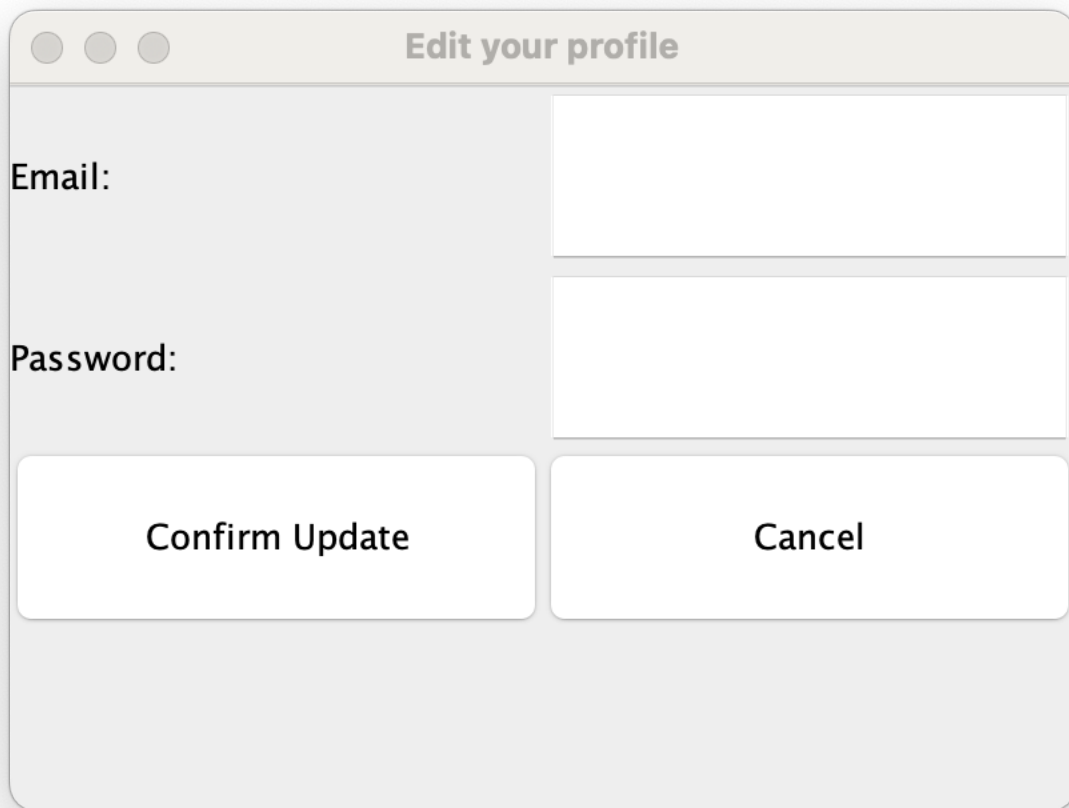
16. User's page when correct email and password was used to login. Console outputs users email and password and message "User successfully logged in!"! For the six button on the page of a customer, you can do different things. Clicking "View Profile" you'll be showed more information of this customer. Clicking "Buy stock" "Sell Stock" to buy from the market or sell from what the customer has bought. "Deposit" and "Withdraw" are used to add or withdraw money in the account.



17. press "View Profile" then we go to the profile page. It shows the customer's account information. Click "Edit" button to change the user's email or password. When a user is registered, he or she has no money in the account. He or she has to deposit money into the account. Current balance is the cash the user can immediately withdraw or buy new stocks with. Unrealized profit is the market value of all the stocks minus their costs based on the "First-in, First-out" principle. Realized profit is calculated by subtracting the total deposit from current balance. The total deposit is all the money you have put into the account using deposit and withdrawal buttons. It's also equal to the sum of all the individual balance of each stock.

Profile Page

| | |
|----------------------|-----------------------|
| First Name: a | Last Name: a |
| Last Name: a@bu.edu | Password: a |
| Current Balance: 0.0 | Unrealized Profit:0.0 |
| Realized Profit:0.0 | <div>Back</div> |
| <div>Edit</div> | |



The image shows a dialog box titled "Edit your profile". It has a light gray background and a title bar with three window control buttons (red, yellow, green) on the left. The dialog is divided into two main sections. The left section is a light gray area containing the labels "Email:" and "Password:". The right section is a white area containing two text input fields, one for the email and one for the password. Below these input fields are two buttons: "Confirm Update" and "Cancel".

Edit your profile

Email:

Password:

Confirm Update

Cancel

18. After inputting the updated email and password, click confirm update to confirm and go back to the user's main page. If the new email is in invalid format the warning message of invalid email will be shown again.

19. Clicking "Buy Stock" button leads you to the buy stock page. You have a "View All Stock in the Market" button to go to a table of market see all the

stocks and their information.

Stock Purchase Page

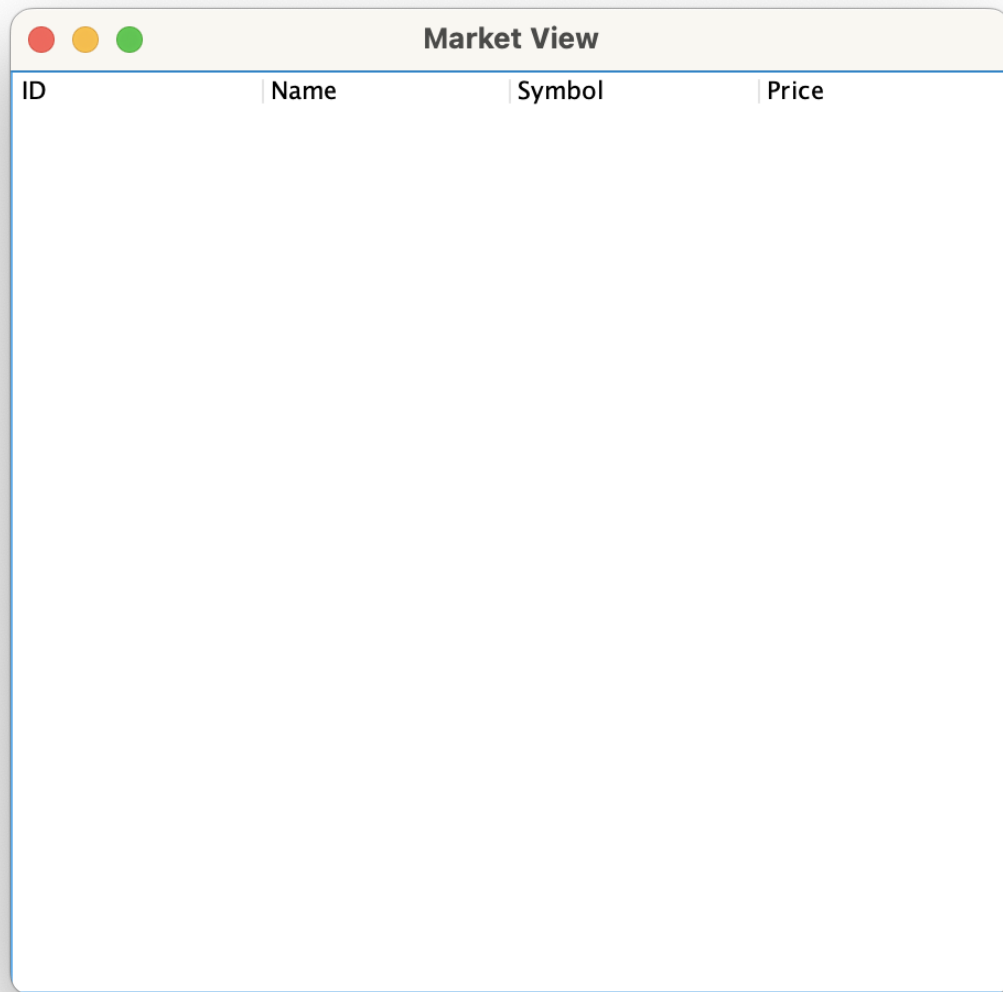
Enter stockID to buy

Enter quantity

View ALL Stock in Market

Confirm

Cancel



| ID | Name | Symbol | Price |
|----|------|--------|-------|
|----|------|--------|-------|

20. When the manager hasn't add any stock to the market or no stock is active, the user can see no stocks from the market. If the customer enters an ID or

quantity that doesn't exist in the market, a warning message will be displayed.

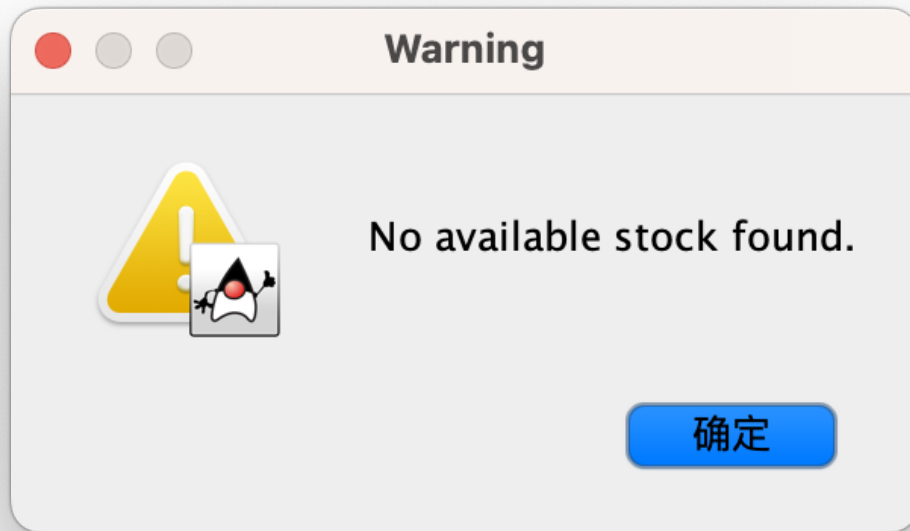
Stock Purchase Page

Enter stockID to buy 4

Enter quantity 1

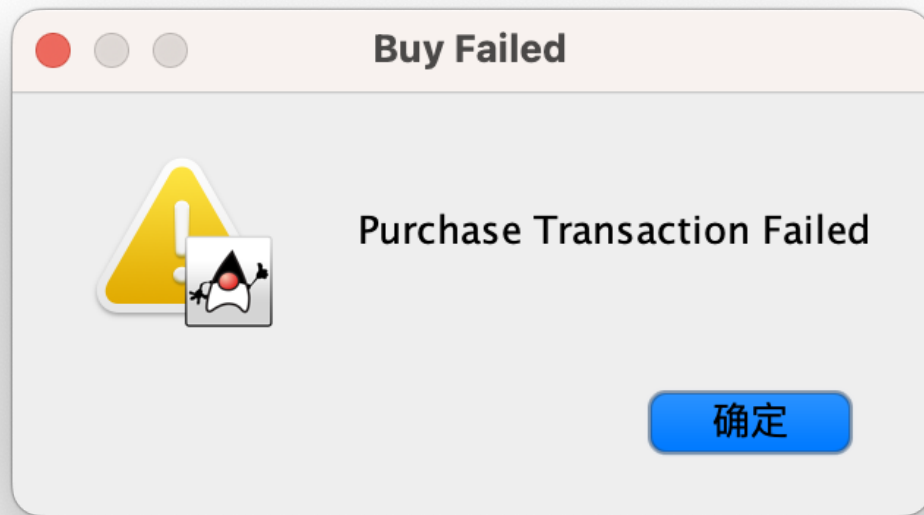
View ALL Stock in Market Confirm

Cancel

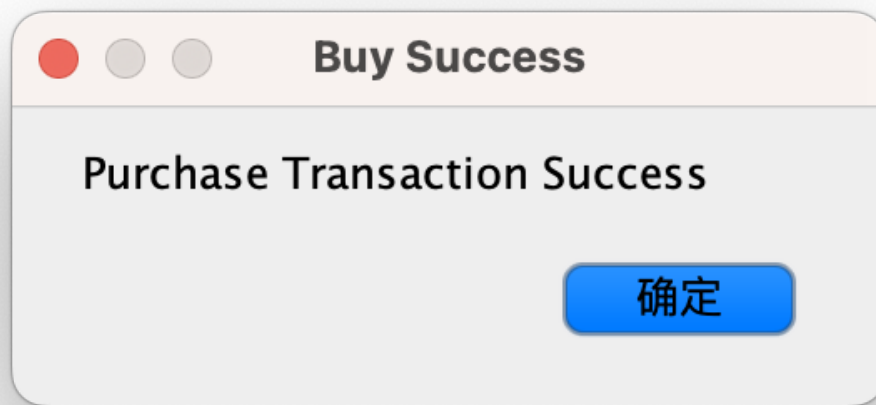


If the customer enters an ID whose corresponding stock is blocked by the manager or you don't have enough money on the account to buy the stock, a warning message will appear. And the console outputs "You don't have enough

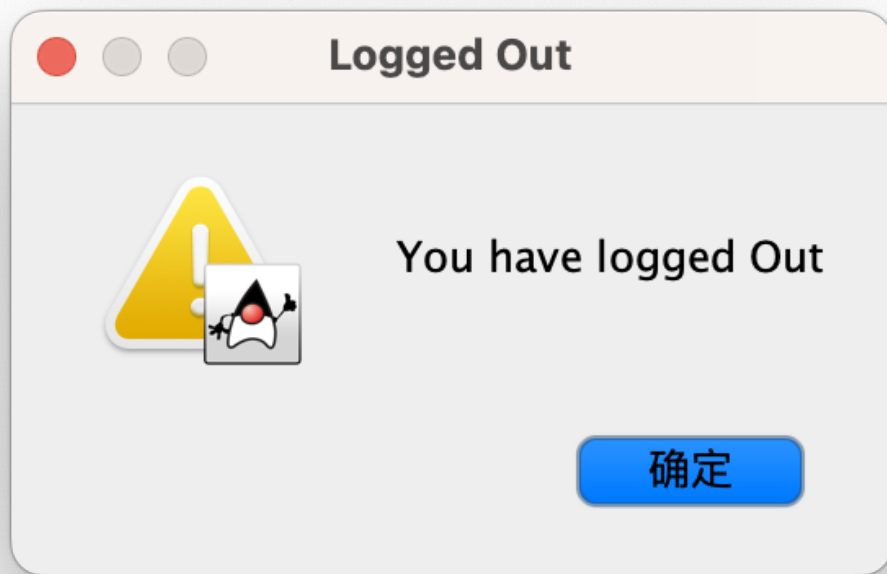
money” to remind the customer



21. If the customer has enough money in his or her account then when pressing the confirmation button



18. press log out. Press "OK" to go back to the main page.



1. Check negative price and negative quantity of sell/buy/add/change price
2. Uniqueness of stock symbol
3. Price/quantity goes beyond the limit of Integer. 2^{31}
4. Approvement of users to allow/prevent them log-in
- 5.