

# **Documentation for the Final Project**

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## **Programmer side:**

The code is structured basically as two projects. The first project is the Server project. This project basically reads a text file which contains information about the products as well as their minimum and maximum price. Then there is the fact that there is a text file which stores information about the users who can access the program. This file contains information like what their username and password are. It is also modifiable, that is if an unknown user wants to become a registered user, he/she can modify the file using a feature in the client side. The server project can just be started using the start button and that's it.

## Client side:

The client side consists of features such as :

1)Description

2) Buy now price

3) Obersvable objects

4)Search box

5)Sound

6)Payment option

7) Adding user option

8)Buy now price

9) Minimum price greater than 0

10)Information about the bids and who made it

11) Receipt function which store information about what the user did throughout the auction provided he asks for it

12) Multithreading

13)Javafx

14) Socket communication.

The client just starts and has various button present which basically explain what they do.