C	UserController	
f n	br	BufferedReader
f a	tradeModel	TradeModel
f n	presenter	UserPresenter
f n	username	String
m 1	UserController(TradeModel, String)	
m 1	run()	void
m 🖺	selectMenu()	boolean
m 🖺	createItem()	void
m 1	viewItemsToAddToWishlist()	void
m 🔒	m egetItemsInfo(Collection < String > ) List < String >	

