C 1	ViewingTradesController		
°f ≜	br	BufferedReader	
f ♣	tradeModel	TradeModel	
f ♠	presenter	${\sf Viewing Trades Presenter}$	
* 1 1 1	username	String	
m 🚡	■ ViewingTradesController(TradeModel, String)		
m 🚡	run()	void	
m 🔒	browseViewOptions()	void	
m 🔒	viewTradelds()	void	
m 🔒	viewTradeInfo()	void	
m 🔒	viewRecentItems()	void	
m 🔒	viewTradingPartners() void	
m 🔒	m 🔒 getItemsInfo(Collection <string>) List<string></string></string>		

C 1	ViewingMenuController		
f 🖺	br	BufferedReader	
f a	tradeModel	TradeModel	
f 🔒	presenter	${\it Viewing MenuPresenter}$	
f 🖺	username	String	
m 🚡	ViewingMenuController(TradeModel, String)		
m 1	run()	void	
m 🔒	browseViewOptions()	void	
m 🚡	viewSystemInventory() void	
m 🚡	viewUserInventory()	void	
m 🚡	viewWishlist()	void	
m 🔒	m getItemsInfo(Collection < String >) List < String >		

© ᡎ ViewingTradesPresenter			
m 🚡 showViewingOptions()	void		
m 🔓 showTrade(List <string>, List<string>)</string></string>	void		
m 🔓 printEnterTradeld()	void		
m 🔓 showInfo(String)	void		
m noTrades()	void		
m printRecentItems(int, Map <string, list<string="">>) void</string,>			
m 🔓 printEnterNumTrades()	void		
m = printViewTopTradingPartners(int, List <string>)</string>	void		
m = printEnterFrequent()	void		
m 🔓 printSearchingInvalid()	void		

c ኈ ViewingMenuPresenter		
m 🚡 showViewingOptions()	void	
m 🔓 printSystemInventory(List <string></string>) void	
m 🍙 printUserInventory(List <string>)</string>	void	
m = printUserWishlist(List <string>)</string>	void	