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## Table of Contents

\*Pages listed on the top left corner

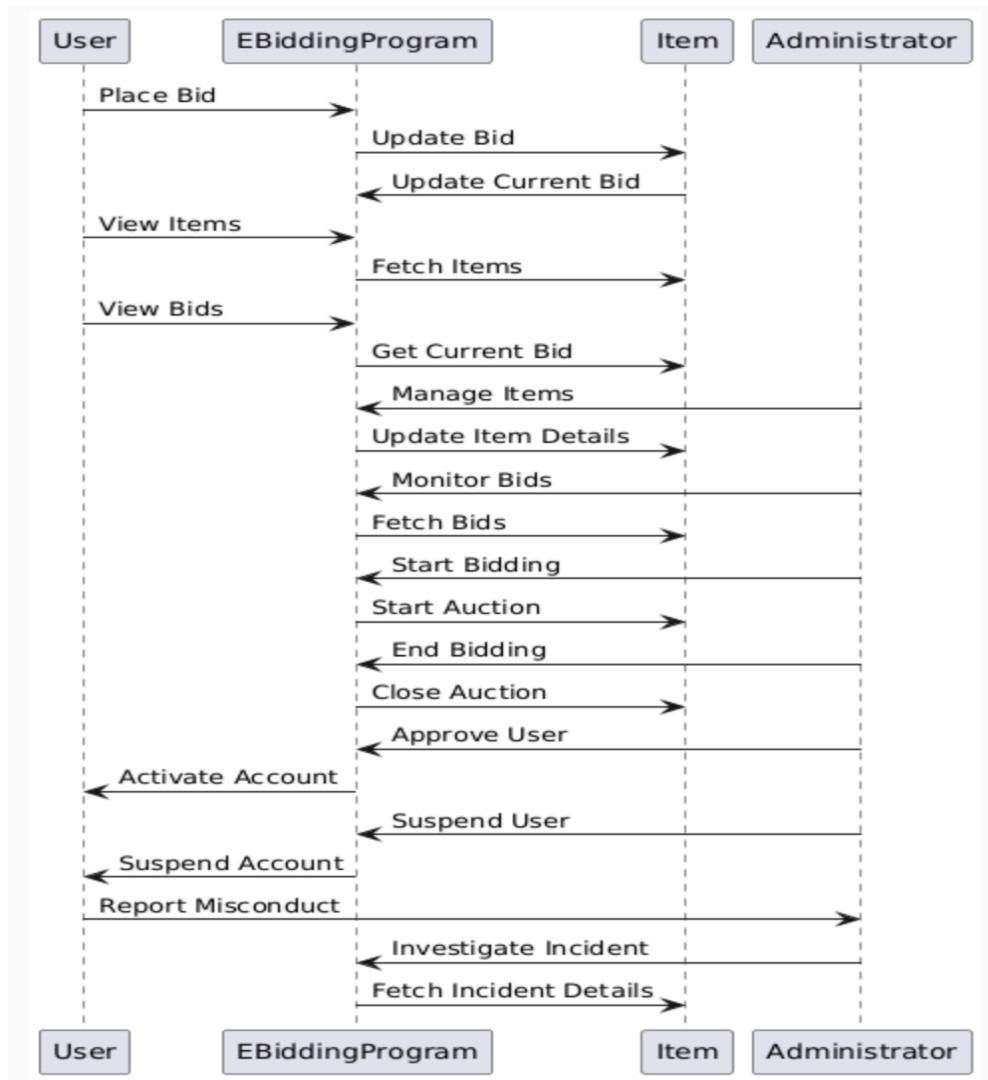
|                                      |             |
|--------------------------------------|-------------|
| 1. PreFace and Introduction          | Page 2      |
| 2. All use cases                     | Pages 3-8   |
| 2a) User Registration                | Page 3      |
| 2b) User Account Management          | Page 4      |
| 2c) Transactions                     | Page 5      |
| 2d)User ratings                      | Page 6      |
| 2e)Vip status evaluation             | Page 7      |
| 2f) Live bidding Session             | Page 8      |
| 3. E-R diagram for the entire system | Page 9      |
| 4. Detailed Design: Psuedo Code      | Pages 10-13 |
| 5. System screens                    | Page 14     |
| 6. Memos of group meetings           | Page 15     |
| 7. GitHub Repository                 | Page 15     |

## Preface

This report is a demo of what our final system will contain. In this report, you will find Class diagrams, E/R diagrams, Petri nets, Pseudocode and all the foundations for our final demonstration.

## 1. Introduction

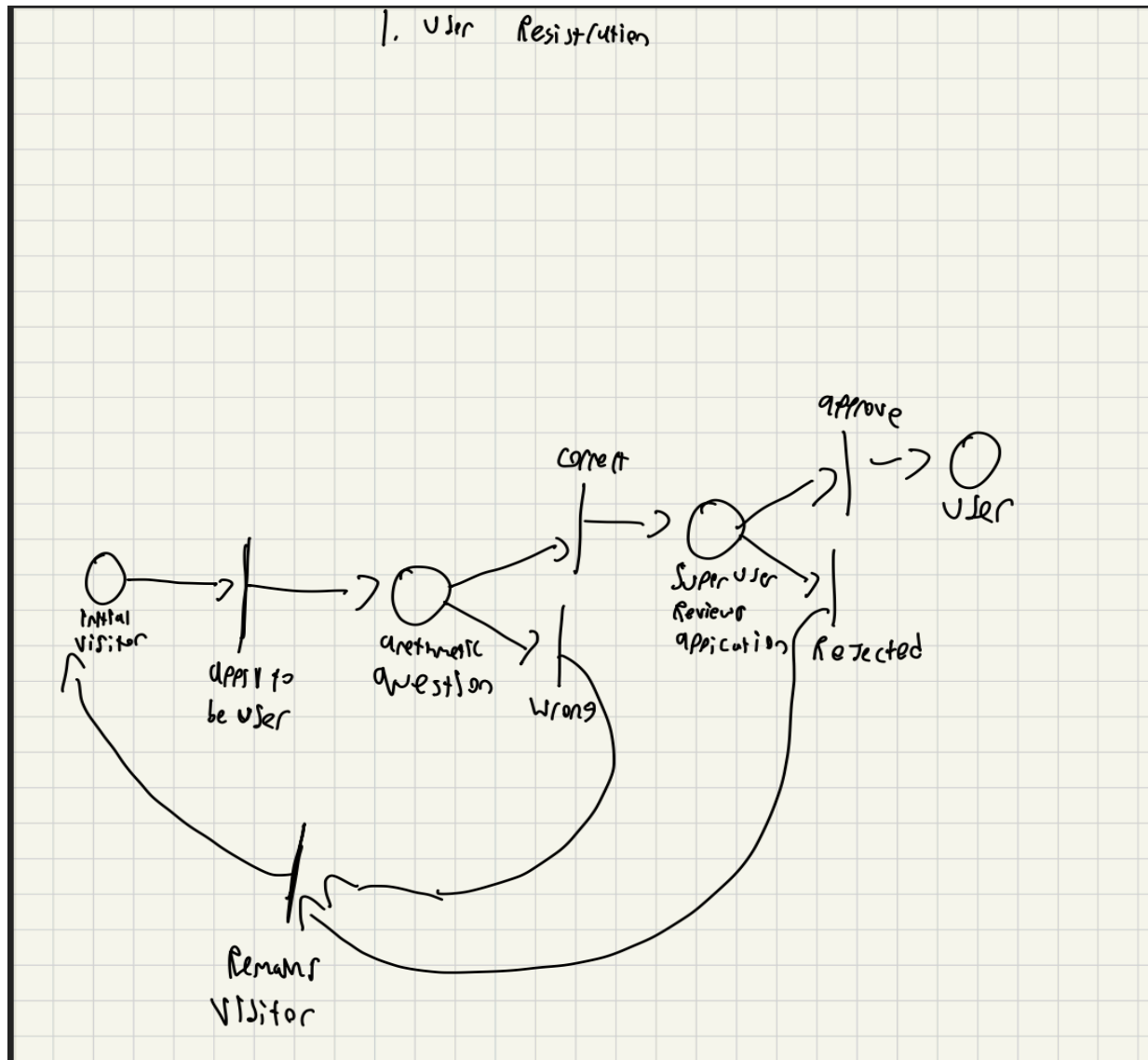
### Class diagram of system



## 2. All use cases in the system

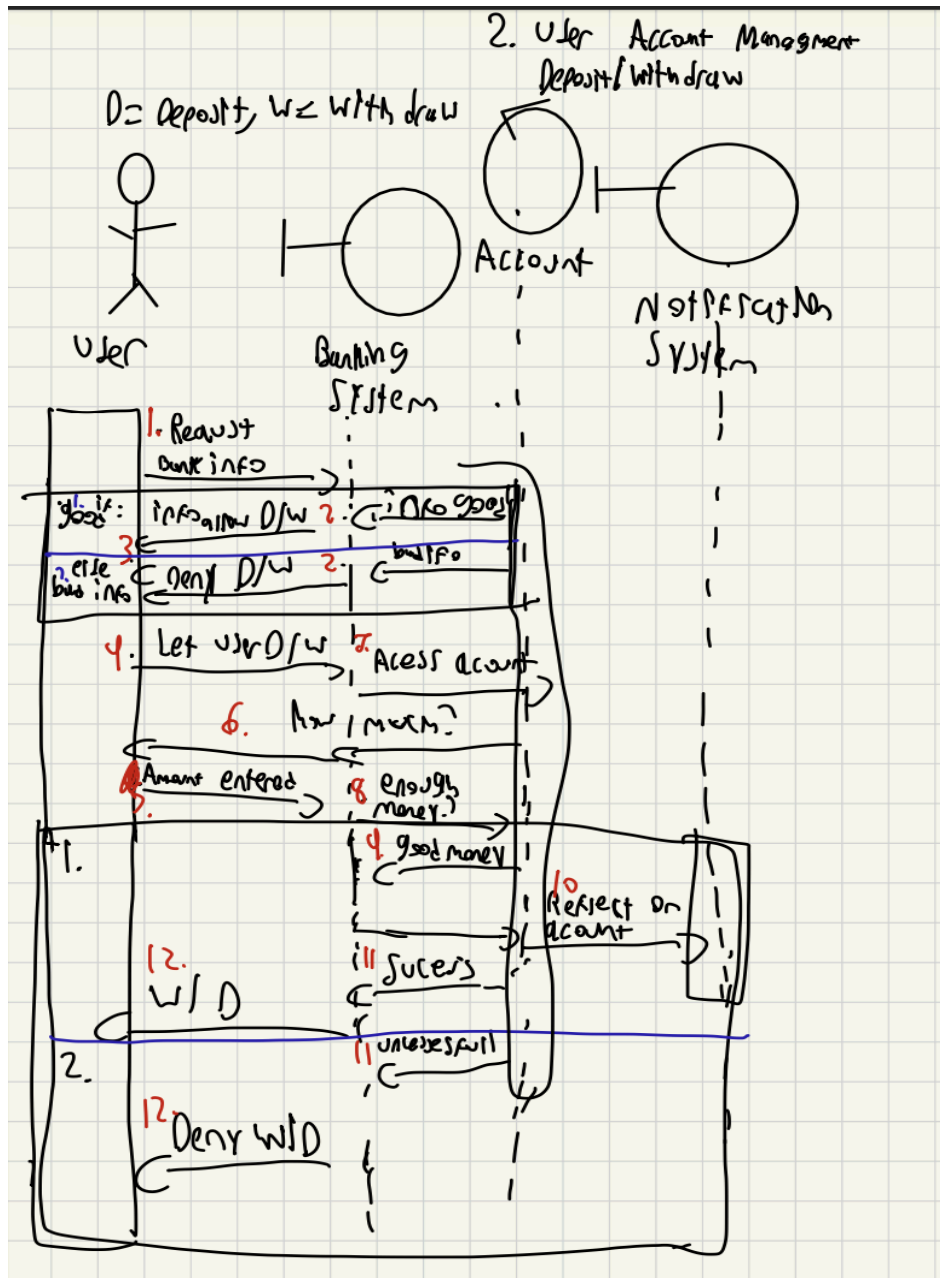
## 2a) User Registration

The 1st Use case is user registration. The Petri Net below demonstrates a visitor who wants to become a User.



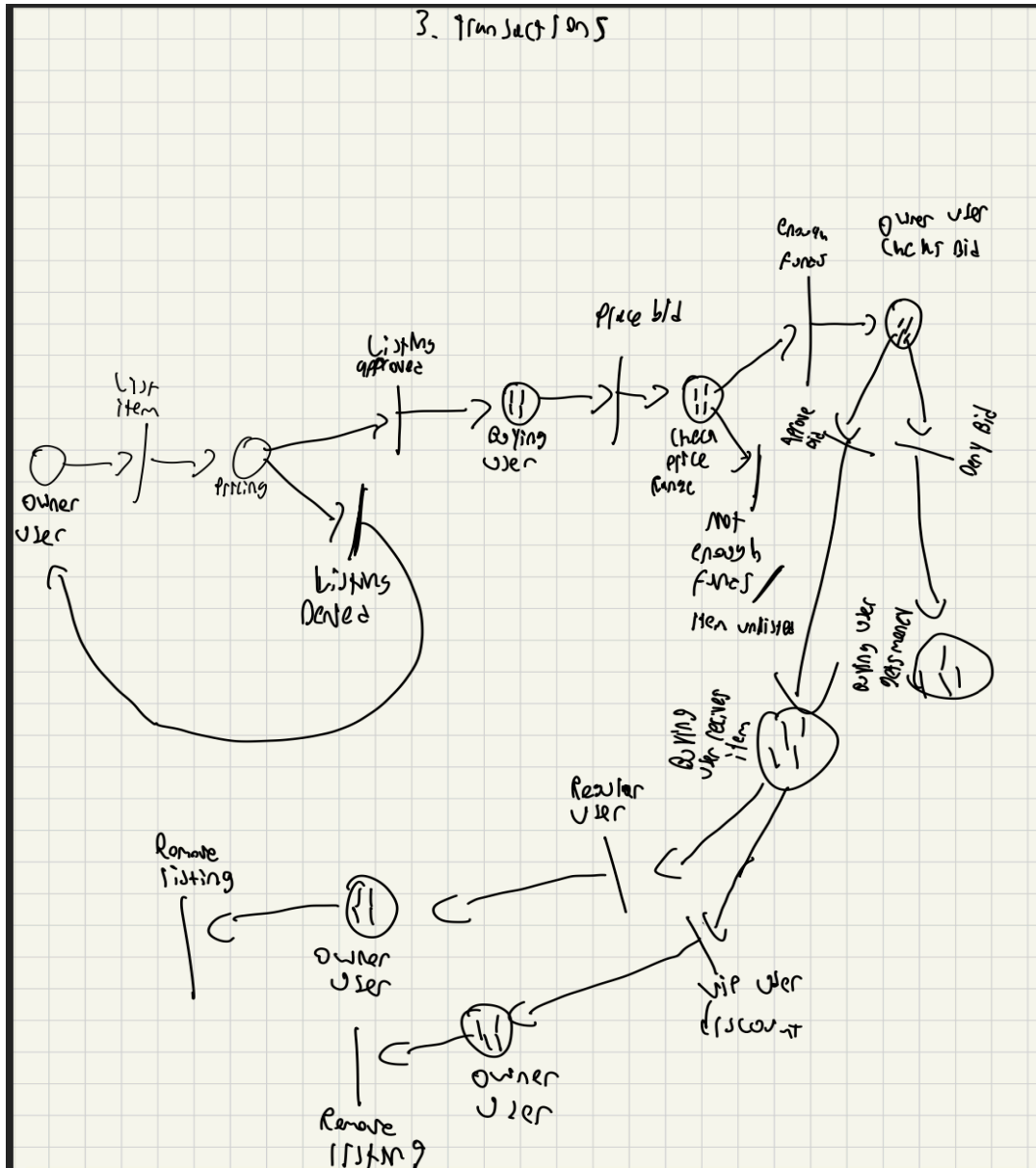
## 2b) User Account Management

The 2nd use case is User Account management. The sequence class diagram below demonstrates the user wanting to make a deposit/withdrawal and all the transactions that happen in between.



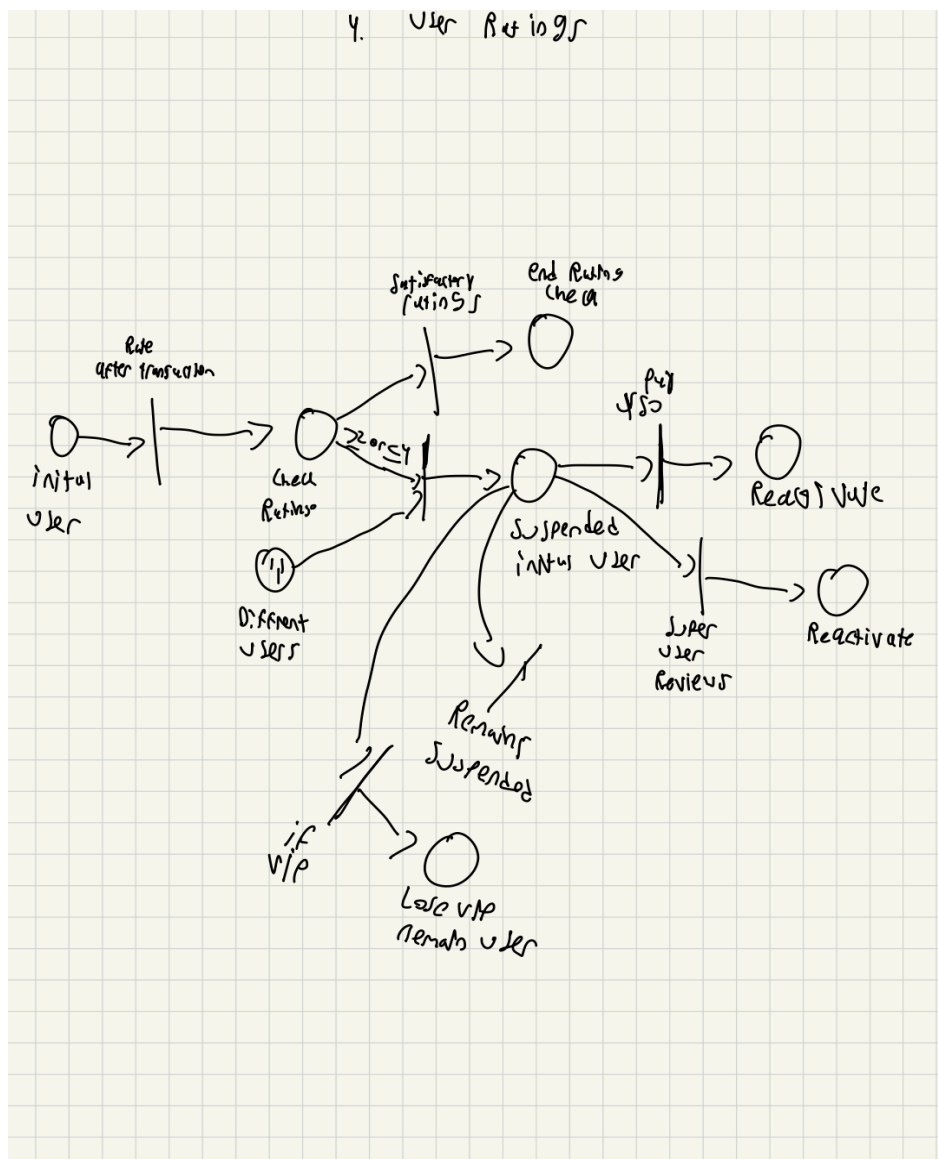
## 2c) Transactions

The 3rd use case is Transactions. The Petri Net Bellow describes the transactions between an Owner User who wants to list an item and the Buying user who wants to buy the item the Owner User Listed.

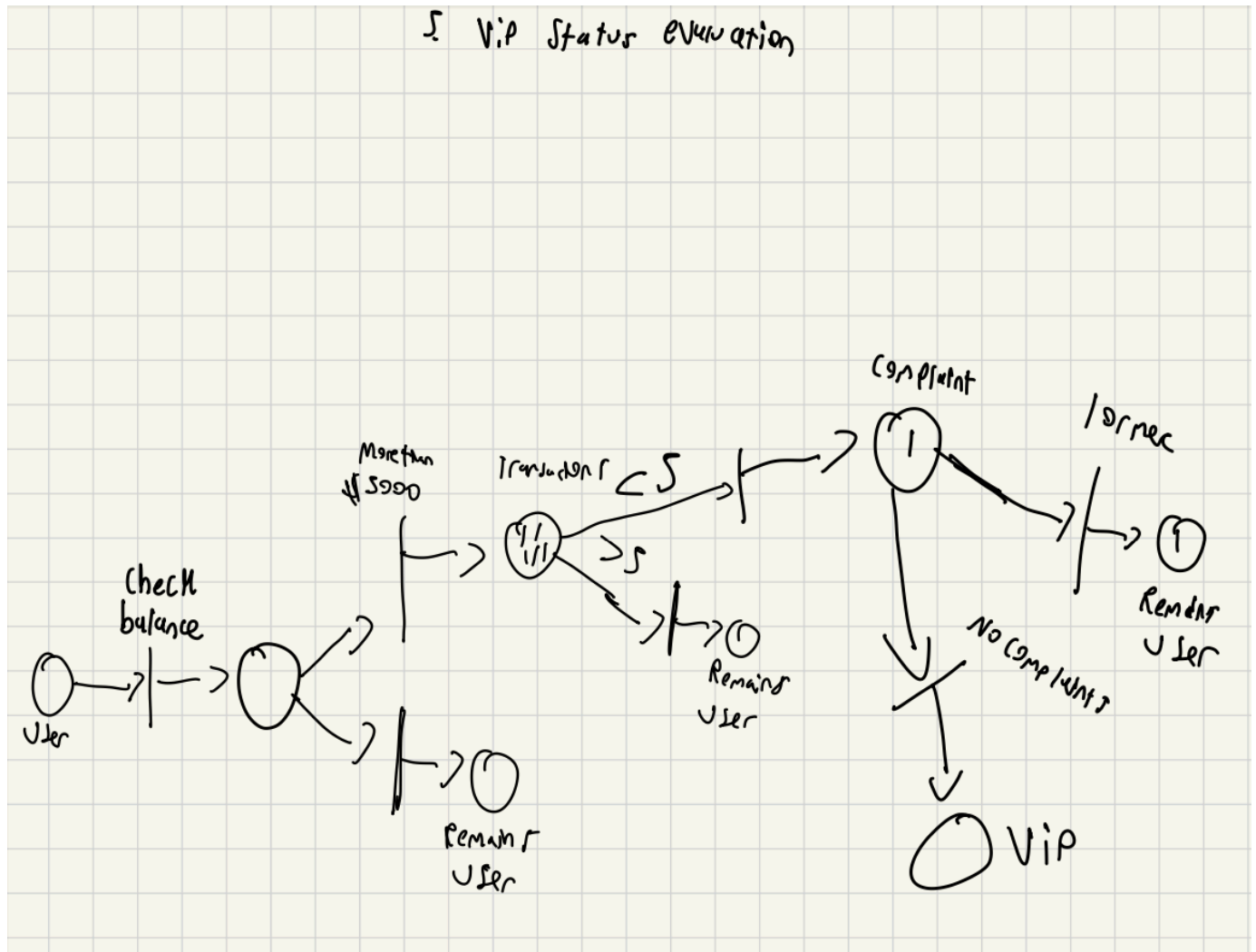


## 2d) User Ratings

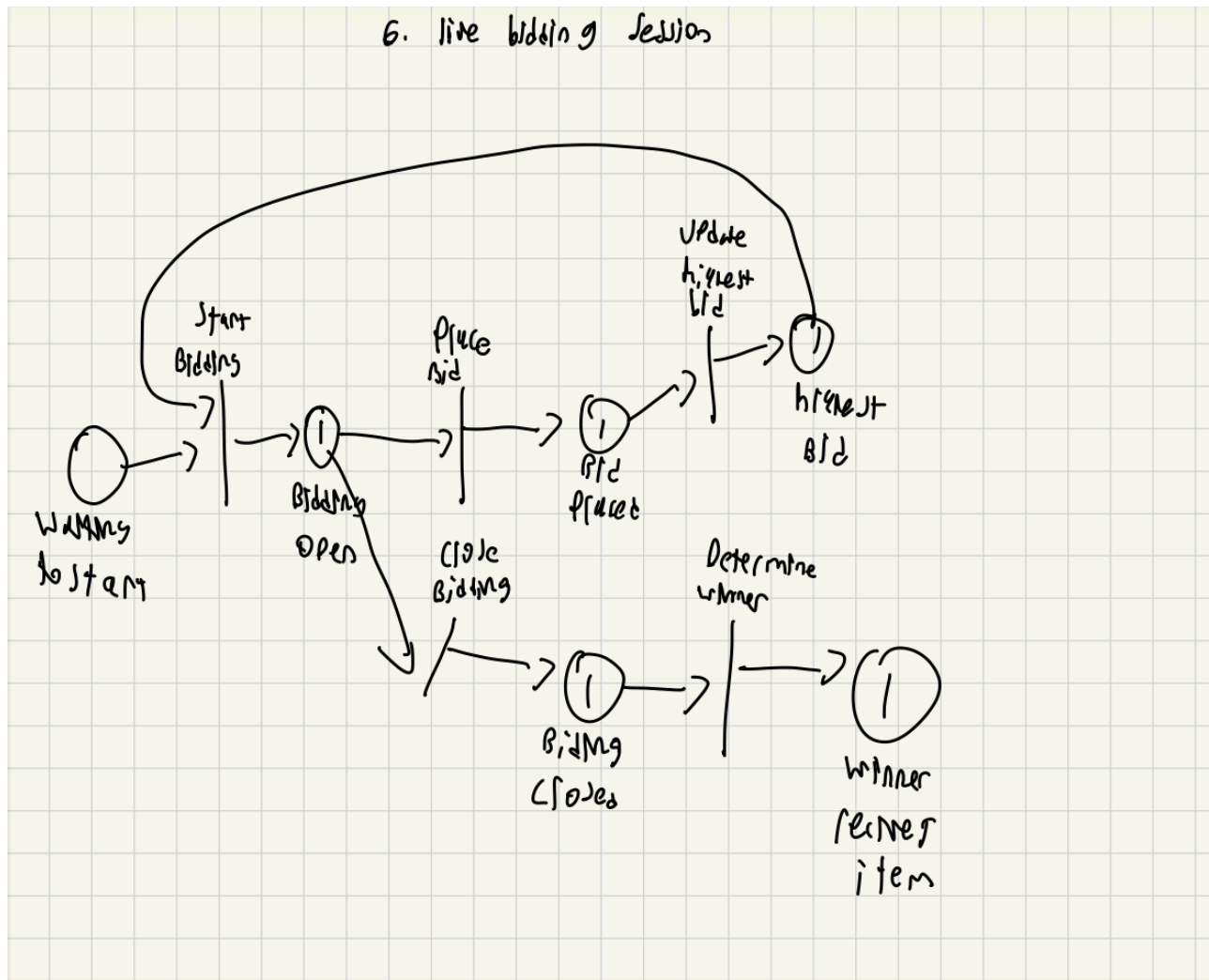
The 4th Use Case is user ratings. The Petri Net Bellow describes the system of when a user rates another user and the possible outcomes that can happen given the users ratings.



2e) The 5th Use case is Vip status evaluation. The Petri Net Bellow describes the user and their process to become a Vip.

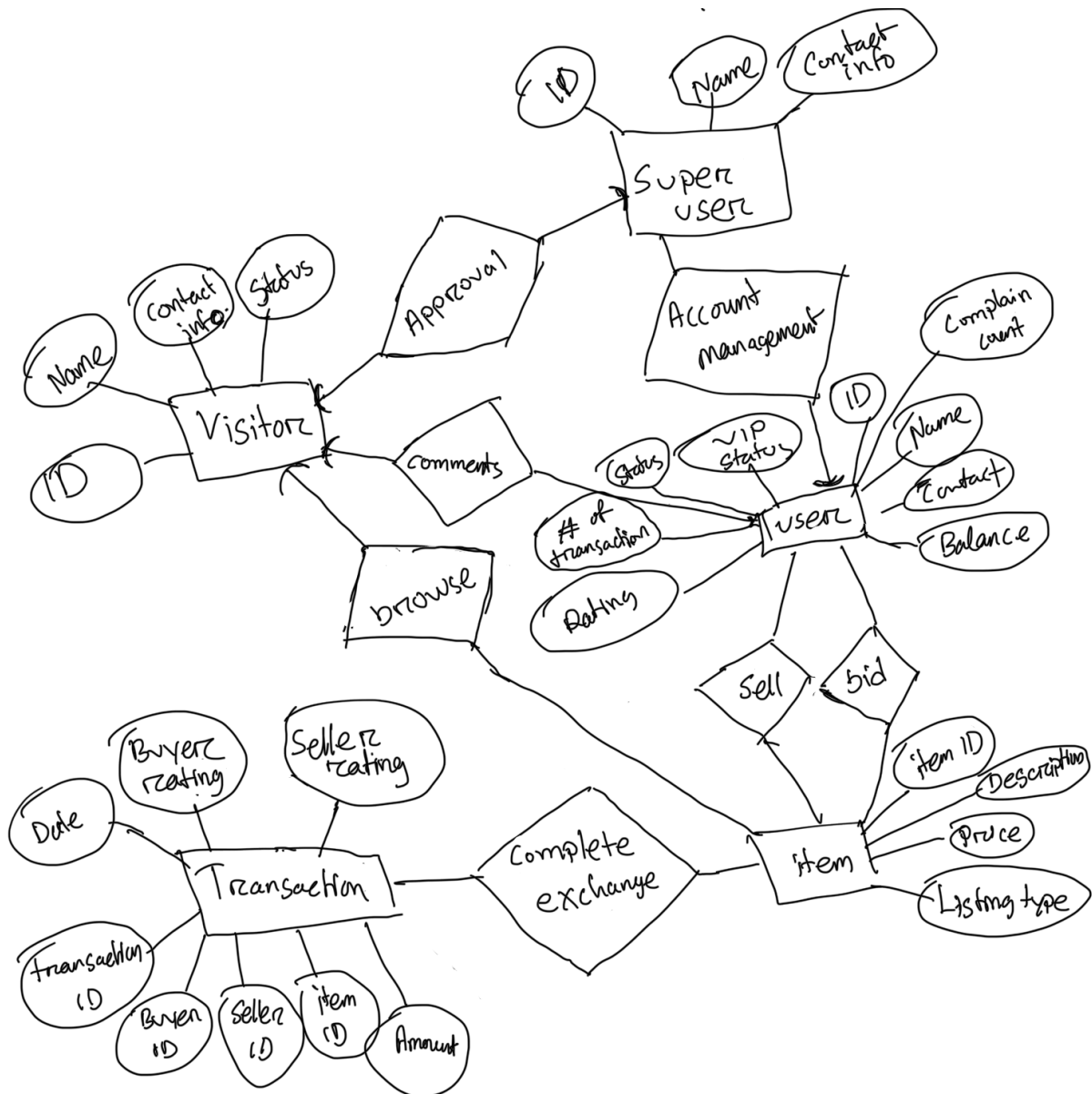


2f) The 6th use case is the live bidding session. The Petri Net below describes the live bidding session and how the Vip users interact in the session.





## 3. E-R Diagram for system



#### 4. Detailed Design (Pseudo Code)

##### **Pseudo code for functionalities**

//Basic Pseudo Code on how the functions inside the program will work

##### **Function createAccount(username, password, email):**

```

    If username, password and email are not valid
        return string "Invalid input"
    If username already exists in database
        return string "Username is already taken"
    Else
        Create a new user with arguments username, password and email
        Save the user to the database
        // May add a feature to send for confirmation email
    return string "Account was successfully created!"

```

##### **Function logTransaction(user, transactionType, amount, status):**

```

    Log transaction details in transaction history table for auditing
    Return None

```

##### **Function lockItem(itemId):**

```

    Lock the item to prevent concurrent actions on it
    Return True if lock is successful, False otherwise

```

##### **Function unlockItem(itemId):**

```

    Unlock the item after action is complete
    Return True if unlock is successful, False otherwise

```

##### **Function retrivalBalance(user):**

```

    Check the data base to get user balance
    Return balance or error depending on if the data base is successful or not

```

##### **Function visitorToUser(username):**

//User would click on a button to apply for User Status

Once button is clicked:

```

    Arethmetic question is showed
    If correct:
        Request gets sent to Super user
        Return "Request sent to super user for approval"
    Else:
        print ( Wrong, your account remains visitor)

```

**Function item description(itemId):**

```

    If itemId is not valid
        return string "Invalid item"
    Else
        retrieve the item data from database and store it some variable
        Display item data on the webpage
    return string "Item displayed successfully!"

```

**Function Deposit(user, amount):**

```

    If user is invalid
        Return "Invalid user"
    If amount<=0
        Return "Invalid deposit amount"
    balance=retrieveBalance(user)
    balance=balance+amount
    Update the data base with the new balance value
    return "Deposit successful, current balance is " + balance

```

**Function Withdraw(user, amount):**

```

    If user is invalid
        Return "Invalid user"
    If amount<=0
        Return "Invalid withdrawl amount"
    balance=retrieveBalance(user)
    If balance<amount:
        Return an error msg
    balance=balance-amount
    Update the new balance in data base
    return "Withdraw successful, current balance is " +balance

```

**Function viewBalance(user):**

```

    balance=retrieveBalance(user)
    Return balance

```

**Function makeBid(amount, itemId,balance,priceRange)**

```

    //User would click a button to bid on the item
    If lockItem(itemId) is false:
    Return error, item is currently locked
    Balance=retrieveBalance(user)
    priceRange=getPricerange(itemId)
    If Balance>=PriceRange:
        Place the bid

```

```

        notifyItemOwner(user)
        unlockItem(itemId)
        Return: Bid was placed successfully
    Else:
        unlockItem(itemId)
        Return Not enough funds in your account to buy this item.

```

#### Function Rate User(username, rating, Vip)

```

//After a transaction the user can give the other user a rating
//First check the ratings the user gives
If usernameRating>2 and <4:
    print("Ratings Satisfactory")
Else:
    If username a vip:
        Remove vip
        Return username and eliminate Vip status, remain user
    Else:
        While user has not paid $50 or super User reactivates account
            User suspended

```

#### Function applyForVip(user):

```

//This function will allow user to become a VIP
//User will click on button "Apply for Vip"
balance=retrieveBalance(user)
transactionCount=get the transaction count from user
rating=get the average rating from user
Complaint count=get the complaint count from user
//Once button is clicked to apply for vip
    If balance<5000:
        Return Not able for vip at this time: Reason: Balance
    If transactionCount<5
        Return Not able for vip at this time: Reason :not enough transactions
    If rating>4 and rating<2 and username complainCount>0:
        Return Not able for vip at this time, Reason:account not in good standing
        guidelines, file complaint here( user can complain to super user to appeal)

//Once all the if statements are passed the user will be able to be VIP
Return: Congrats you are now a VIP!!

```

**Function liveBid(username,balance,Vip)**

//This is for when a user bids on item

highestBid=0

While Time>0 or Bid not accepted:

    If bid Button is clicked:

        If balance>currentBid:

            currBid=UsersBid

            highestBid=currBid

            Balance=Balance-highestBid

        Else:

            Alert the user saying not enough Balance

    Elif bid button is clicked by someone else when you bid for it:

        balance=balance+highestBid

        highestBid=the other users current Bid

    Else;

        highestBid=Other users current bid

unlockItem(itemId)

Complete the transaction with the person who bid the most

Return The bid has ended and (put the user of person who won) won the bid.

//This is fundamental,there is going to be more complex layers added to this part but this is just the basics.

**Note: Functions are subject to change.**

5. System screens Demo: The main page took some inspiration from eBay. We will also have unique features such as account balance, deposit, and withdrawal.

E-Bid

Categories
Trading cards
Cars
Car Parts
Computers
Comics
Collectibles

Search for anything

Filter

Search

LIVE NOW

PSA 10 Charizard-Holo #4 (1st Edition)

Honda Civic Typer R 2020

iPhone 16 Pro 128Gb Unlocked

Lego Death Star Item: #75159

Next Up

November 20 10pm

NVIDIA GeForce RTX 4090 Founders Edition

November 21 9pm

Samsung Galaxy S24 Ultra 12GB/1TB Black

November 21 10pm

PSA 10 Blastoise-Holo #2(1st Edition)

November 22 1pm

Jordan 11 Space Jam Size 11

E-Bid

Login in to E-Bid

Username or Email Address:

Password:

☐ I'm not a robot

reCAPTCHA
Privacy - Terms

Log In

Forgot your password?

OR

Create an Account!

## 6. Memo:

The purpose of this memo is to inform Professor Jie Wei about the final project and how our group has collaborated and worked on it so far. We started off our meeting by deciding what would be the best way to approach this project. We decided to make a website since most of us feel comfortable making one and have previous experience. We then decided on the programming language. This took some time since we are restricted in this category, and some of us haven't learned Javascript or CSS. However, to overcome this issue we will use HTML and CSS for the front end and Javascript for the backend that way everyone is contributing. After this, we discussed ways to prevent others from not contributing and splitting the work equally. In order to provide a fair environment for all we will make sure to remind everyone of their task and roles in this group and the importance of doing their duties as part of this group. As a penalty for not obliging to their duties although we can not remove them from our team, it will tarnish the student's reputation and for future courses, many will not want to team up with them. After discussing this we split the workload of the second report and decided to get most of the report done before November 12. This way we can meet after class and do some finishing touches and talk about any concerns we have. We ended the meeting by deciding to start on making the website on November 15th to get ahead of Finals month and allow everyone to focus on this final project.

7. Github/Git Repo link: [https://github.com/alexisj890/FinalProject\\_323](https://github.com/alexisj890/FinalProject_323)