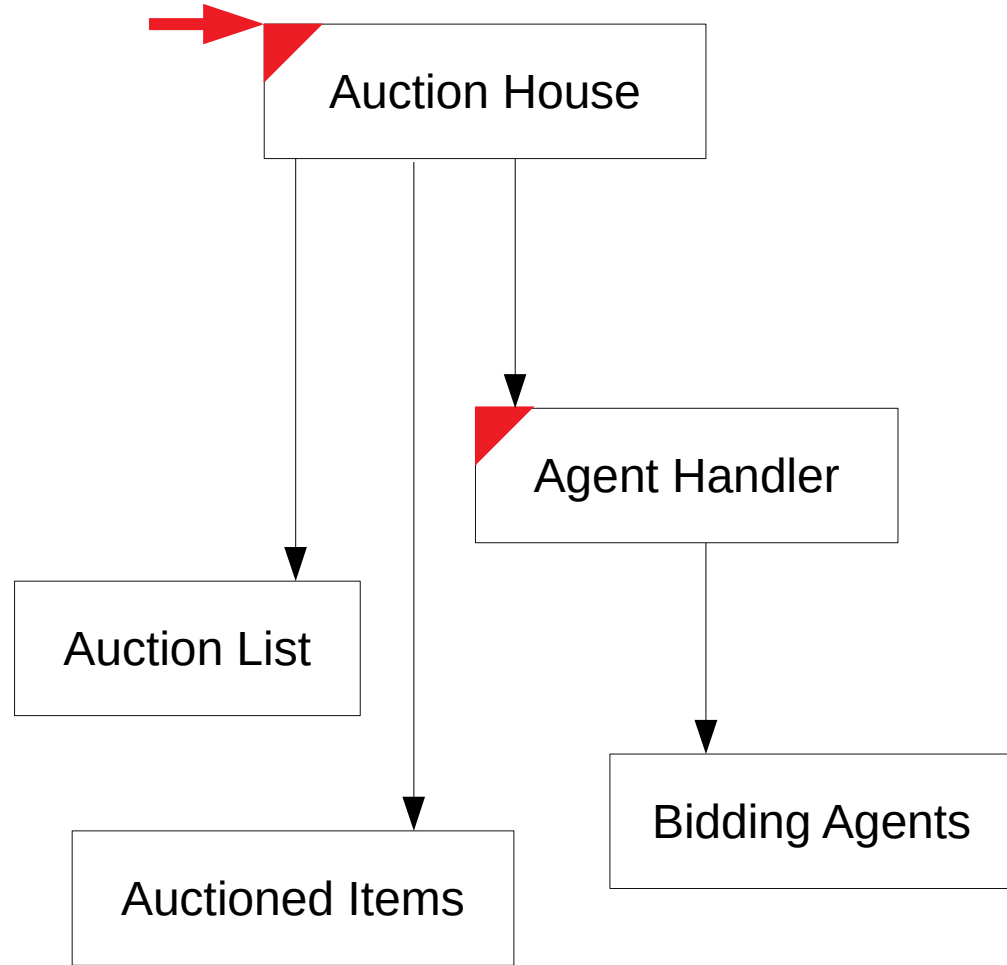
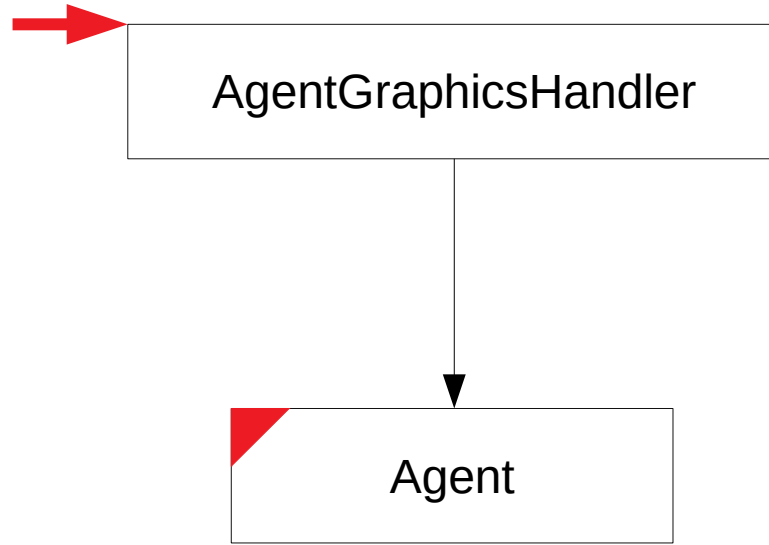


- Bank: The main server thread which can start new threads of Agent Handlers and Auction Handlers as the requests from clients are sent.
- Agent Handler/Auction Handler: Server threads which interact with the individual Agents/Auction Houses which are assigned to them.
- Account: Information about the accounts for either Agents or Auction Houses.
- Auction Info: Information on the auction house that the individual Auction Handler is interacting with.



- Auction House: The main server thread which can start new threads of AgentHandlers as the requests from clients are sent.
- Agent Handler: Server threads which interact with the individual Agents which are assigned to them.
- Auctioned Items: A class with information on what items have been auctioned for bookkeeping.
- Auction List: Reads in the config file for the auction items.
- Bidding Agents: Class of functions and data to access information as an convenient object inside a list.



- AgentGraphicsManager: The graphics control for the program that also initializes the agent.
- Agent: The active object that communicates with the Bank and AuctionHouse and has methods which are called upon user input.