

EEET2482 Software Engineering Design COSC2082 Advanced Programming Techniques Semester 3, 2024

Assignment Report

AUCTION APPLICATION

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I. INTRODUCTION

This assignment aims to apply all Object-Oriented Programming (OOP) in the course to build a software application using C++, which is beneficial for further development in the future. This software application is about a credit-based auction that can simulate the real-world functionalities of an auction. Nonetheless, to focus on the ability to apply a variety of topics provided by the course, the application's user interface (UI) is console-based. This report illustrates the structure of this auction application and further details about all the functionalities within. Furthermore, the class diagram is also provided for the ease of visualization of the structure of this application and design management.

II. APPLICATION DESIGN AND DEVELOPMENT

1. Software Design (Class Diagram)

The Explanation of the class diagram, the relationship between the classes and the description of the attributes and methods of each class are discussed.

Class Diagram:

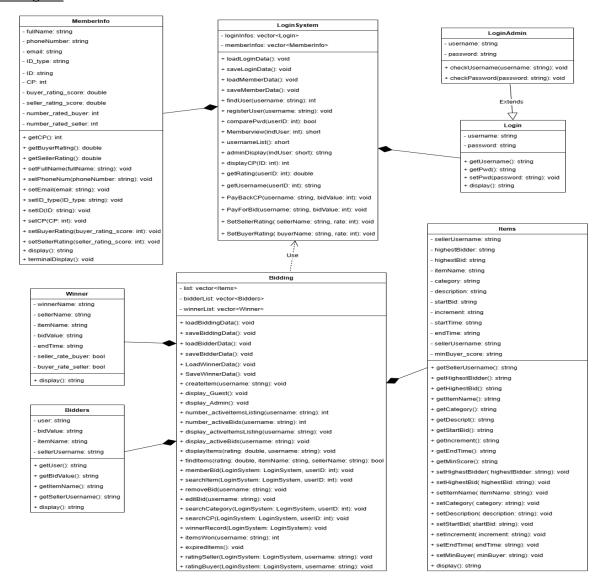


Figure 1: Class diagram of the auction application

<u>Description of Each Class</u>:

Class: Login	Name and Data type	Description	Reason/Explanation (why we need it as an attribute/ method).
Attribute(s)	username: string	Store the username of the user	Essential for identifying the user
	password: string	Store the password of the user	Necessary for user authentication
Method(s)	getUsername(): string	Return the username	Allows retrieval of the username for display or processing
	getPwd(): string	Return the password	Allows retrieval of the password for validation
	setPwd(password: string): void	Set new password	Enable updating the password
	display(): string	Return the string of login information separated by a dash	Get the string to be written back into the "LoginInfo" data file for data saving

Class: MemberInfo	Name and Data type	Description	Reason/Explanation (why we need it as an attribute/method).
Attribute(s)	fullName: string	Store the full name of the member	Important for personal identification
	phoneNumber: string	Store the phone number of the member	Useful for contact purposes
	email: string	Store the email address of the member	Useful for contact purposes
	ID_type: string	Store the type of ID (Citizen ID/Passport)	Specifying ID type
	ID: string	Store the ID number of the chosen ID type	Important for personal identification

	CP: int	Store the credit points of the member.	Important for tracking member's credit balance
	buyer_rating_score: double	Store the score as the buyer.	Reflect the member's reliability as a buyer
	seller_rating_score: double	Store the score as the seller.	Reflect the member's reliability as a seller
	number_rated_buyer: int	Store the number of times the member has been rated as a buyer.	Help to calculate the average buyer rating score
	number_rated_seller: int	Store the number of times the member has been rated as a seller	Help to calculate the average seller rating score
Method(s)	getCP(): int	Return the credit points	Allow retrieval of the member's credit points
	getBuyerRating(): double	Return the buyer rating score	Allow retrieval of the buyer rating score
	getSellerRating(): double	Return the seller rating score	Allow retrieval of the seller rating score
	setFullName(fullName: string): void	Set the full name	Enable updating the member's full name
	setPhoneNum(phoneNumber: string): void	Set the phone number	Enable updating the member's phone number
	setEmail(email: string): void	Set the email address	Enable updating the member's email address
	setID_type(ID_type: string): void	Set the ID type	Enables updating the member's ID type
	setID(ID: string): void	Set the ID number	Enable updating the member's ID number

setCP(CP: int): void	Set the credit points	Enable topping up member's account balance
setBuyerRating(buyer_rating_score: int): void	Set the buyer rating score	Enable calculating the buyer rating score
setSellerRating(seller_rating_score: int): void	Set the seller rating score	Enable calculating the seller rating score
display(): string	Return the string of member information separated by a dash	Get the string to be written back into the "MemberInfo" data file for data saving
terminalDisplay(): void	Display the member details in the terminal	Help to view member's personal information in the terminal

Class: LoginSystem	Name and Data type	Description	Reason/Explanation (why we need it as an attribute/ method).
Attribute(s)	loginInfos: vector <login></login>	Store a list of members' login information	Necessary for managing multiple members' logins
	memberInfos: vector <memberinfo></memberinfo>	Store a list of members' personal information	Necessary for managing multiple members' personal information
Method(s)	loadLoginData(): void	Load login data from "LoginInfo" data file back to a list of members' login information	Essential for initializing the system with existing login data
	saveLoginData(): void	Save login data to "LoginInfo" data file	Important for the existing login data to be maintained
	loadMemberData(): void	Load member data from "MemberInfo" data file back to a list of members' personal information	Essential for initializing the system with existing member information data

	saveMemberData():	Save member data to	Important for the existing
			-
	void	"MemberInfo" data file	member data to be maintained
	findUser(username:	Find and return the	Necessary for locating a
	string): int	index of a user by	specific member in the system
		username in the	or identifying whether the user
		members' login	exists in the system
		information list	,
	registerUser(username:	Register a new	Used to add a new user to the
	string): void	member with the	system with the login and
	<i>3</i> ,	given username	personal information
	comparePwd(userID:	Prompt the user to	Ensure the entered password
	int): bool	input the password	matches the stored password
	,	and compare it with	before logging into further
		the existing one for	features as a member
		validation	
	Memberview(indUser:	Display member	Showing member information
	int): short	information with the	and allowing editing of that
	,	defined index in the	information
		list of login	
		information and	
		enable updating	
		personal information	
	usernameList(): short	Display a list of	Admin can view the list of
		usernames in	users
		alphabetical order.	dseis
		Then prompt the user	
		to enter a specific	
		username for viewing	
		information	
	adminDisplay(indUser:	Display the personal	Admin can view the
	short): string	information of a	information of a specific
	3.131 <i>9.</i> 3tmg	specific member	member
		based on the defined	member
		index in the list of	
		login information and	
		return its username for	
		further displaying	
		purposes	
	displayCP(ID: int): int	Return the credit	Allow retrieval of a member's
	a.spiay c. (15. 1116). 1111	points for a member	credit points
	getRating(userID: int):	Return the rating of a	Allow retrieval of a member's
	double	member	rating score
	getUsername(userID:	Return the username	Allow retrieval of a member's
	int): string	for a member	username
L	<u>, , , , , , , , , , , , , , , , , , , </u>		

PayBackCP(username:	Pay back credit points	Manage credit points for
string, bidValue: int):	to a member	transactions
void		
PayForBid(username:	Deduct credit points	Manage credit points for
string, bidValue: int):	of a member after a	transactions
void	bid	
SetSellerRating(The buyer rates the	Calculating the new rating
sellerName: string,	seller	score of the seller
rate: int): void		
SetBuyerRating(The seller rates the	Calculating the new rating
buyerName: string,	buyer	score of the buyer
rate: int): void		

Class:	Name and Data type	Description	Reason/Explanation (why we
LoginAdmin			need it as an attribute/ method).
Attribute(s)	username: string (inherit from Login class)	Store the admin username	Identifies the admin user
	password: string (inherit from Login class)	Store the admin password	Authenticates the admin user to access further features
Method(s)	checkUsername(username: string): void	Validate the admin's username. If validation fails, prompt to enter again	Ensure the entered username matches the stored username of an admin
	checkPassword(password: string): void	Validate the admin's password. If validation fails, prompt to enter again	Ensure the entered password matches the stored password before logging to further features as an admin

Class:	Name and Data type	Description	Reason/Explanation (why we need it
Bidders			as an attribute/ method).
Attribute(s)	user: string	Store the bidder's username	Identify the bidder
	bidValue: string	Store the bid value	Track the amount bid by the user
	itemName: string	Store the name of the item being bid on	Identify the item

	sellerUsername: string	Store the seller's username	Identify the seller of the item being bid on
	endtime: string	Store the end time of the item	Allow removing data of the expired item in the "BidderData" data file
Method(s)	getUser(): string	Return the bidder's username	Allow retrieval of the bidder's username
	getBidValue(): string	Return the bid value	Allows retrieval of the bid value
	getItemName(): string	Return the item name	Allow retrieval of the item name
	getSellerUsername(): string	Return the seller's username	Allow retrieval of the seller's username
	getEndTime(): string	Return the item's end time	Allow retrieval of the item's end- time
	display(): string	Return a string of the bidder information	Get the string to be written back into the "BidderData" data file for data saving

Class: Items	Name and Data type	Description	Reason/Explanation (why we need it as an attribute/ method).
Attribute(s)	sellerUsername: string	Store the seller's username	Identify the seller
	highestBidder: string	Store the highest bidder's username	Track the current highest bidder
	highestBid: string	Store the highest bid value	Track the current highest bid amount
	itemName: string	Store the name of the item	Identify the item
	category: string	Store the category of the item	Classify the item
	description: string	Store the short description of the item	Provide some details about the item
	startBid: string	Store the starting bid value	Set the initial bid amount
	increment: string	Store the bid increment value	Determine the minimum increment for bids

	startTime: string	Store the start time of the auction	Indicate when the auction begins
	endTime: string	Store the end time of the auction	Indicate when the auction ends
	minBuyer_score: string	Store the minimum buyer score required to bid	Ensure only qualified buyers can see and bid
Method(s)	getSellerUsername(): string	Return the seller's username	Allow retrieval of the seller's username
	getHighestBidder(): string	Return the highest bidder's username	Allow retrieval of the highest bidder's username
	getHighestBid(): string	Return the highest bid value	Allow retrieval of the highest bid value
	getItemName(): string	Return the item name	Allow retrieval of the item name
	getCategory(): string	Return the category of the item	Allow retrieval of the item category
	getDescript(): string	Return the description of the item	Allow retrieval of the item description
	getStartBid(): string	Return the starting bid value	Allow retrieval of the starting bid value
	getIncrement(): string	Return the bid increment value	Allow retrieval of the bid increment value
	getEndTime(): string	Return the end time of the auction	Allow retrieval of the auction end time
	getMinScore(): string	Return the minimum buyer rating score	Allow retrieval of the minimum buyer rating score
	setHighestBidder(highestBidder: string): void	Set the highest bidder's username	Enable updating the highest bidder's username
	setHighestBid(highestBid: string): void	Set the highest bid value	Enable updating the highest bid value
	setItemName(itemName: string): void	Set the name of the item	Enable updating the item's name

	setCategory(category: string): void	Set the category of the item	Enable updating the category of the item
	setDescription(description: string): void	Set the description of the item	Enable updating the description of the item
	setStartBid(startBid: string): void	Set the starting bid of the item	Enable updating the starting bid of the item
	setIncrement(increment: string): void	Set the bid increment	Enable updating the bid increment
	setEndTime(endTime: string): void	Set the end date & time of the auction	Enable updating the end date & time of the auction
	setMinBuyer(minBuyer: string): void	Set the minimum rating score that the buyer must have for bidding the item	Enable updating the minimum buyer score.
	display(): string	Return a string of the item information for saving into data file	Get the string to be written back into the "BiddingData" data file for data saving

Class: Winner	Name and Data type	Description	Reason/Explanation (why we need it as an attribute/ method).
Attribute(s)	winnerName: string	Store the username of the auction's winning bidder.	Identify the winner of the auction
	sellerName: string	Store the username of the item's seller.	Identify the seller of the item.
	itemName: string	Store the name of the item won	Identify the item won after the auction.
	bidValue: string	Store the winning bid value.	Track the final bid amount that won the auction.
	endTime: string	Store the end time of the auction.	Indicate when the auction ended.
	seller_rate_buyer: bool	Indicate whether the seller has rated the buyer or not	Ensure mutual rating for a specific item's auction between buyer and seller.

	buyer_rate_seller: bool	Indicate whether the buyer has rated the seller or not	Ensure mutual rating for a specific item's auction between buyer and seller.
Method(s)	display(): string	Return a string of the winner information separated by underscores.	Get the string to be written back into the "WinnerData" data file for data saving

Class: Bidding	Name and Data type	Description	Reason/Explanation (why we need it as an attribute/ method).
Attribute(s)	list: vector <ltems></ltems>	Store a list of items	Manage multiple items for bidding and displaying information
	bidderList: vector <bidders></bidders>	Store a list of bidders	Manage multiple bidders for bidding and updating information
	winnerList: vector <winner></winner>	Store a list of winners of the auctions	Manage multiple auction winners
Method(s)	loadBiddingData(): void	Load bidding data from "BiddingData" data file back to a list of items	Essential for initializing the system with existing bidding data.
	saveBiddingData(): void	Save bidding data to "BiddingData" data file	Important for the existing bidding data to be maintained
	loadBidderData(): void	Load bidder data from "BidderData" data file back to a list of bidders	Essential for initializing the system with existing bidder data
	saveBidderData(): void	Save bidder data to "BidderData" data file	Important for the existing bidder data to be maintained

LoadWinnerData(): void	Load the winner data from "WinnerData" data file back to a list of the bids' winners	Essential for initializing the system with existing winner data
SaveWinnerData(): void	Save winner data to "WinnerData" data file	Important for the existing winner data to be maintained
createItem(username: string): void	Create a new item with the proper attributes of the "Item" class for bidding	Allow members to list new items for auction
display_Guest(): void	Display item listings for guest	Allow guest to view item listings with limited details
display_Admin(): void	Display item listings for admin	Allow admin to view item listings of all members with all details
number_activeItemsListing(username: string): int	Return the number of active items listed by a member	Track the number of active listings for each member
number_activeBids(username: string): int	Return the number of active bids placed by a member	Track the number of active bids for each member
display_activeItemsListing(username: string): void	Display item listings for a specific member	Allow each user to view item listings with all details
display_activeBids(username: string): void	Display active bids placed by a member with some details	Allow each member to view the active bids they placed
displayItems(rating: double, username: string): void	Display items being sold based on member's rating score	Filter and display items being sold for a member according to his/her rating score (except his/her selling item)

	findItems(rating: double, itemName: string, sellerName: string): bool	Find items based on rating score, item name, and seller name	Check if there is an item matching the chosen criteria.
	memberBid(LoginSystem: LoginSystem, userID: int): void	Allow a member to place a bid on the selling item	Important for managing and updating the bidding progress of the items
	removeBid(username: string): void	Remove a bidding item listed by a seller ((if there is no active bid placed yet)	Allow sellers to remove their item listings
	editBid(username: string): void	Edit details of a bidding item listed by a seller (if there is no active bid placed yet)	Allow sellers to modify their item listings' information
	winnerRecord(LoginSystem: LoginSystem): void	Record the winner of an auction after its end time and add CP to the seller	Help to update the winner after each auction.
	itemsWon(username: string): int	Return the number of items won by a member in the Winner list	Track the number of items a member has won in the auctions
	expiredItems(): void	Handle expired items by finding and deleting them from the lists	Help to remove forever items that are no longer available for bidding after the auction's end time is passed
	searchCategory(LoginSystem: LoginSystem, userID: int): void	Find an item in the bidding item list by category.	Allow members to filter and search items by category
	searchItem(LoginSystem: LoginSystem, userID: int): void	Find an item in the bidding item list by name.	Allow members to filter and search items by name

searchCP(LoginSystem: LoginSystem,	Find an item in	Allow members to filter
userID: int): void	the bidding item	and search items by
	list by credit	credit point range
	point range	
ratingSeller(LoginSystem:	Allow a buyer to	Facilitate the rating of
LoginSystem, username: string): void	rate a seller	sellers by buyers
ratingBuyer(LoginSystem:	Allow a seller to	Facilitate the rating of
LoginSystem, username: string): void	rate a buyer	buyers by sellers

Class Relationships:

Composition Relationships:

- Class Login and Class MemberInfo is Composition parts of Class LoginSystem:
 The LoginSystem class contains vectors of Login and MemberInfo objects. This means that LoginSystem manages collections of these objects, and their lifetimes are tied to the LoginSystem instance.
- Class Bidders, Class Items and Class Winner are Composition parts of Class Bidding:
 The Bidding class contains vectors of Items, Bidders, and Winner objects. This indicates that Bidding manages collections of these objects, and their lifetimes are tied to the Bidding instance.

Dependency Relationships

Class Bidding depends on Class LoginSystem:
 The Bidding class has methods that take LoginSystem objects as parameters such as memberBid, searchItem, searchCategory, searchCP, winnerRecord. This indicates that Bidding relies on LoginSystem to perform certain operations, such as accessing member information and validating member actions.

Inheritance Relationships

• Class **LoginAdmin** inherits from Class **Login**:

The LoginAdmin class is derived from the Login class, which means it inherits all the attributes and methods of the Login class. It can also override the existing attributes and extend the functionality of Login by adding methods for further admin use purposes, such as checkUsername and checkPassword.

2. Implementation Result

In this section, the basic and advanced features of the application are demonstrated with annotated picture evidence.

a. Welcome Screen

Result Summary: The Welcome screen works perfectly fine as expected.

Screenshots of Sample Result:

Figure 2: Welcome screen

b. Basic Features

Result Summary:

Feature Name	Feature Description	Status	Bugs/Limitations if it
		(Implemented/	has
		Not	
		Implemented)	
1. Non-member	Non-member (as guest) can view item listings	Implemented	
access	with limited details: item name, category, and		
	short description.		
2. Non-member	Non-member (as guest) can register to	Implemented	
registration	become a member. Upon registration, they will		
	start with 0 credit points and a default rating of		
	3 (all information is recorded and stored). The		
	registration process must include a strong		
	password policy.		
3. Member Login	A member can log in with registered username	Implemented	
and information	and password. They can view and update		
edit	their profile information, including changing		
	password and topping-up credit points.		
4. Admin view	Admin can view all member profiles and item	Implemented	
	listings without restrictions.		

5. Seller features	A member (as seller) can create, edit, or	Implemented	
	remove item listings only if no active bids have		
	been placed on those items.		
6. Buyer	A member (as buyer) cannot cancel their bid	Implemented	
restriction	once it has been placed on an item.		
7.Buyer search	A member (as buyer) can search items by	Implemented	
tool	name, category, or credit point range. The		
	search		
	should filter items according to their rating		
	score.		
8. Buyer view	A member (as buyer) can view item details	Implemented	
	including the current highest bid, the current		
	bidder and the auction's end date & time.		
9. Buyer bidding	A member (as buyer) can place bids on items,	Implemented	
	provided they have sufficient credit points.		
10. Auction	A member (as buyer) can win the auction if	Implemented	
conclusion	they place the highest bid. When the auction		
	concludes, the credit points of both the buyer		
	and seller should be updated accordingly.		
11. Rating	A member can perform the ratings and reviews	Implemented	
	after completing a transaction.		
12. Average	A member can view their own average rating,	Partial	Only average rating
rating and	as well as reviews left by others.	Implemented	is shown
reviews left			
13. Save data	All data must be saved into data file(s) before	Implemented	
	the application ends. Upon starting the		
	application, this data should be loaded and		
	made available for use		
• • •	e of Commis Docult (for each footius).		

Screenshots of Sample Result (for each feature):

- Non-member Access:



Figure 3: Guest view

Non-member registration:

```
EEET2482/COSC2082 GROUP ASSIGNMENT
Semester 3 2024
AUCTION APPLICATION
Instructor: Dr Ling Huo Chong
Trinh Chi Quang, s3881227
Vu Nguyen Nhu Phong, s3879523
La Minh Thuan, s3877847
Nguyen Thong Linh, s3937160
Use the app as 1. Guest 2.
You can choose 2 to register!
                                 2. Member 3. Admin 4. Exit
Enter your choice: 2
Username could not contain white space!
 nter username: phongvu
 Account not found!
Do you want to view as Guest or register a new account?
 l. View as guest
 2. Register new account Registration
3. Exit
Enter your choice: 2
Enter new password to register: phongvu0105
Password must have more than 8 characters and must contain lowercase, uppercase, number and special characters
Please enter again: Phongvu0105@ Strong password policy
Your password is strong
Please provide your persional information:
 enter your full name: Phong
Enter your phone number: 0943
Enter your email: phongvu@gmail.com
Enter your ID type: 1 - Citizen ID or 2 - Passport: 1
Contain only number!
Enter your ID series: 09234
You have registered successfully!
Full name: Phong
Phone number: 0943
 mail: phongvu@gmail.com
                                  New account's Credit Points and rating
ID type: Citizen ID
ID: 09234
CP: 0 👉
 Buyer rating score: 3
 lumber of rated as Buyer: 1
Seller rating score:
 umber of rated as Seller: 1
```

Figure 4: Member registration with strong password policy, default CP, and default ratings Member login and information edit:

```
Use the app as 1. Guest
                        2. Member 3. Admin
You can choose 2 to register!
Enter your choice: 2
Please input username. Warning!: Username could not contain white space!
Enter username: quangtrinh
Enter password: Quangtrinh4566@
Login successfully!
Account Overview: quangtrinh
Active Item Listings: 1 | Active Bids: 1
Items Won: 0 | Account Balance: 6300 CP
Account active item listings
No. Name
                                   Category
                                                  Current bid Current bidder
                                                                                         End Date & Time
                                                                 biconvit
                                                                                         02/13/2025 18:00
    Iphone 13
                                   Electronics
Account active bids
                                                  Account bid
                                                                 Current bid
                                                                                         Seller
No. Name
                                   Category
                                                                                                                  End
Date & Time
```

Figure 5: Member login with registered account

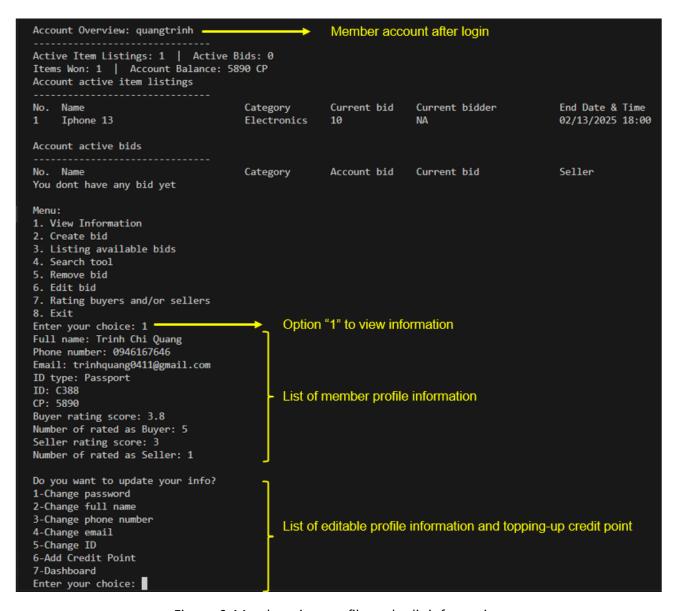


Figure 6: Member view profile and edit information

- Admin view:



Figure 7: Admin view members

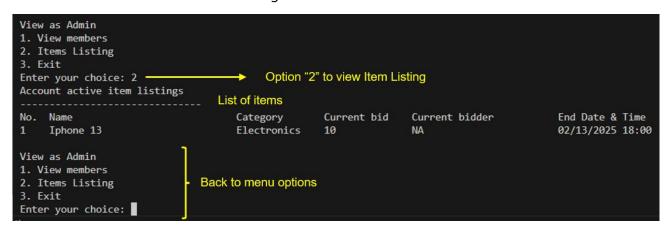


Figure 8: Admin view items

- Seller features:

```
Please provide item's information to create
Item's name: Iphone 13
Category: electronics
Short description: Used phone
Start Bid: 30
Increment: 3
End Time includes month/day/year/hour - MM/DD/YYYY/HH: 1/18/2025/00
Minimum buyer rating score from 1 to 5: 3
Account Overview: quangtrinh
Active Item Listings: 2 | Active Bids: 0
Items Won: 1 | Account Balance: 453 CP
Account active item listings
                                         · The item is saved after created
                                                     Current bid
No.
    Name
                                     Category
                                                                    Current bidder
                                                                                             End Date & Time
    M4A1
                                                     50
                                                                                              01/18/2025 00:00
                                     Weapon
                                                                    phongvu
                                                                                              01/18/2025 00:00
    Iphone 13 4
                                                                    NA
                                     Electronics
                                                     30
```

Figure 9: Seller creates an item

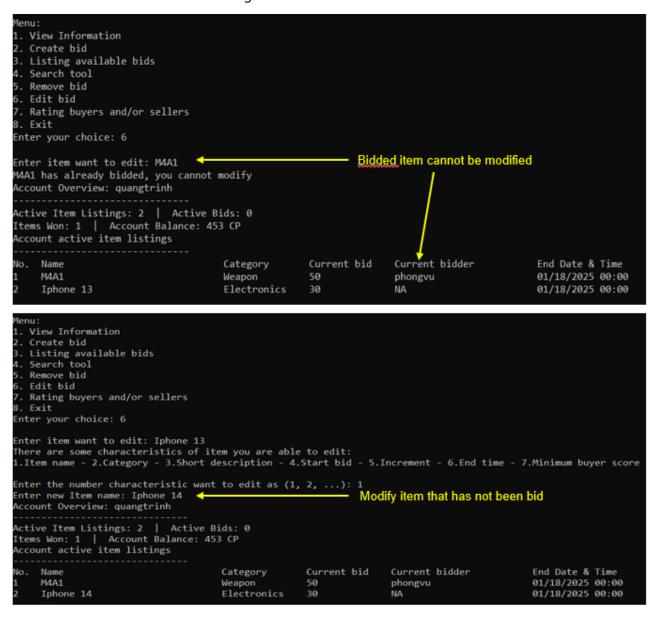


Figure 10: Seller can only edit the item that has not been bid

```
. View Information
 2. Create bid
3. Listing available bids
4. Search tool
 6. Remove bid
 . Edit bid
 7. Rating buyers and/or sellers
 3. Exit
Enter your choice: 5

    Bidded item cannot be removed

Active Item Listings: 2 | Active Bids: 0
Items Won: 1 | Account Balance: 453 CP
Account active item listings
     Name
                                        Category
                                                        Current bid
                                                                        Current bidder
                                                                                                   End Date & Time
     M4A1
                                                                                                   01/18/2025 00:00
                                        Weapon
                                                        50
                                                                        phongvu
                                        Electronics
                                                                                                   01/18/2025 00:00
     Iphone 13
                                                                        NA

    View Information

 . Create bid
3. Listing avaiable bids
4. Search tool
 . Remove bid
. Edit bid
7. Rating buyers and/or sellers
8. Exit
Enter again: 5
                                                        — Modify item that has not been bid
Enter item want to remove: Iphone 14 <--
Iphone 14 remove succesfully
Account Overview: quangtrinh
Active Item Listings: 1 | Active Bids: 0
Items Won: 1 | Account Balance: 453 CP
Account active item listings
                                       Category
                                                        Current bid
                                                                        Current bidder
                                                                                                   End Date & Time
    M4A1
                                                                                                   01/18/2025 00:00
                                       Weapon
                                                                        phongvu
```

Figure 11: Seller can only eliminate the item that has not been bid

- Buyer restriction:

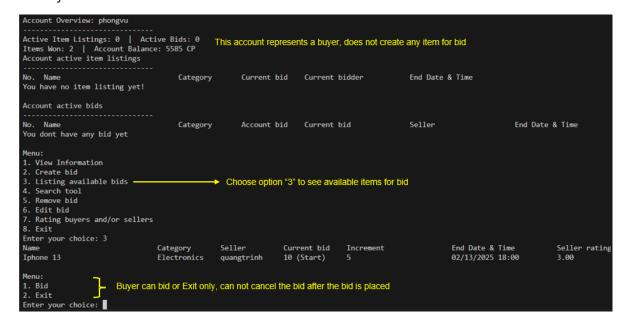


Figure 12: Buyer restriction (cannot cancel a bid once the bid is placed)

- Buyer search tool: The account with the rating score as the buyer of 3 is used to test in this case.

Please provide item's information to create
Item's name: Iphone 14
Category: electronics
Short description: Used phone
Start Bid: 100
Increment: 20
End Time includes month/day/year/hour - MM/DD/YYYY/HH: 1/18/2025/01

Minimum buyer rating score from 1 to 5: 5

Figure 13: "Iphone 14" item with minimum buyer score of 5



Figure 14: Search item by the item name



Figure 15: Search item by the category

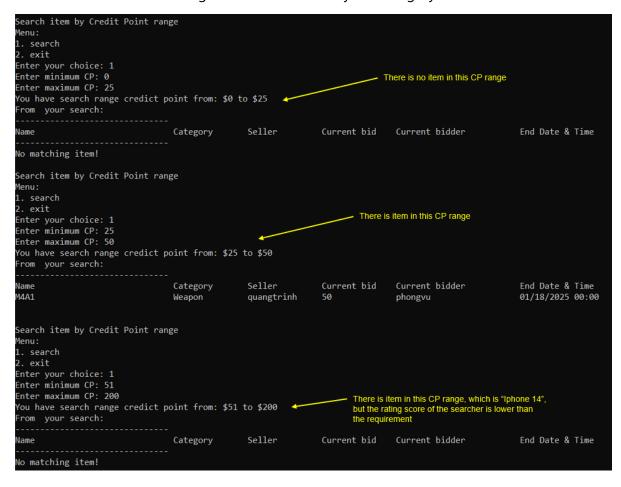


Figure 16: Search item by credit point range

- Buyer view:



Figure 17: Buyer view

- Buyer bidding:



Figure 18: Buyer successfully bid the item on the available list

- Auction conclusion: After the item has expired, the active bids of all account bidding in that item will be deleted, and the items won by the user, who won that item, are counted up.

```
Account Overview: hello
------
Active Item Listings: 0 | Active Bids: 0

Items Won: 1 | Account Balance: 1700 CP
Account active item listings
-----
No. Name Category
You have no item listing yet!
```

Figure 19: Update item won and active bids

- Rating:

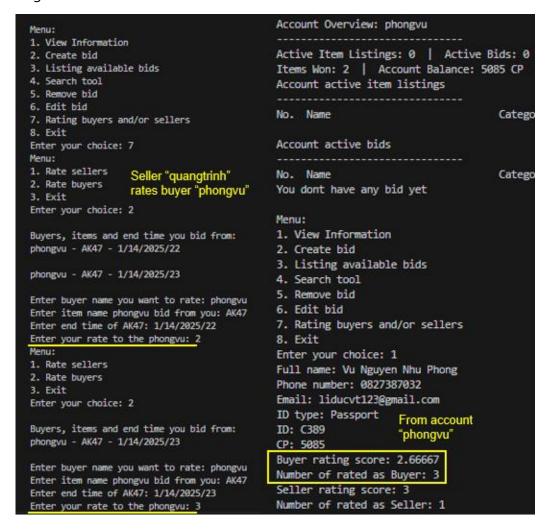


Figure 20: Members rate each other's and the rating score is updated

- Average rating:

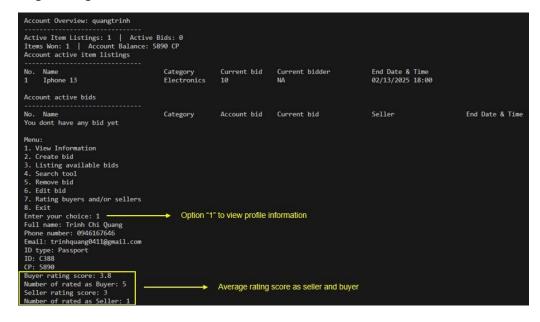


Figure 21: Member views the rating score via "view information" option

- Save data:

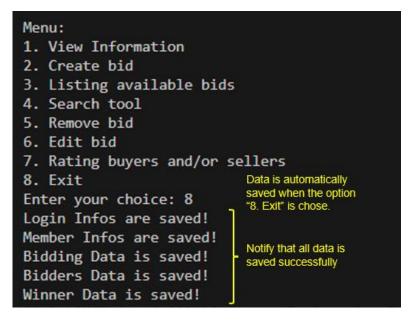


Figure 22: The necessary data are saved successfully when exiting the application

c. Advanced Features

Result Summary:

Feature Name	Feature Description	Status	Bugs/Limitations if it
		(Implemented/	has
		Not	
		Implemented)	
1. Activity	When a member logs into the application, a	Implemented	
Dashboard	personalized dashboard should be displayed		
	showing their account overview, active item		
	listings and active bids.		
2. Automatic Bid	Buyers can set an automatic bid limit for an	Not	
limit function	item they are bidding on. The application will	Implemented	
	automatically increment their bid until their set		
	limit is reached		
3. Automatic bid	Automatic bid limits cannot be identical for	Not	
limit conflict	multiple buyers on the same auction item. If a	Implemented	
	new buyer sets an automatic bid limit equal to		
	an existing bid limit, the application will reject		
	the limit and prompt them to adjust the limit		
	to the next available bid increment.		

Screenshots of Sample Result:

```
Login successfully!
Account Overview: quangtrinh
Active Item Listings: 1 | Active Bids: 1
Items Won: 0 | Account Balance: 6300 CP
Account active item listings
No. Name
                                             Category
                                                                Current bid
                                                                                  Current bidder
                                                                                                                  End Date & Time
                                                                                                                  02/13/2025 18:00
     Iphone 13
                                             Electronics
                                                                                  hello
Account active bids
                                                                Account bid
                                                                                   Current bid
                                                                                                                  Seller
No. Name
                                              Category
Date & Time
```

Figure 23: Activity Dashboard

IV. DISCUSSIONS & CONCLUSIONS

This auction application can provide a platform for the user to create an account to upload items and search for other items for bidding purposes. It collects all the information of the user and items that serve the transaction between sellers and buyers. Besides, there are many functions for the user to employ, which play a vital role in simulating the real-world auction. To sum up, this application can work properly and provide basic functions to completely execute an auction with the same result as in the real world.

The implementation is the same as the design of the class diagram. Designing the class diagram in advance provides a clear view of the structure of the code and how to implement each function effectively. However, the class diagram design in advance is just the foundation to build the complete application, it always needs to be updated along the development path. Therefore, the class diagram is essential for not only simple but also more complex applications as well.

This assignment provides the procedure for building an application using C++, which sets a foundation for creating more complex applications in the future. This assignment also reflects the importance of teamwork and workload management in the project, which significantly affects the project's performance. Comprehend how to apply the class diagram to prepare for the implementation. Moreover, gaining experience in working with multiple files in coding and debugging. Learning how to use GitHub could be considered another objective in this project.

V. REFERENCES (USE IEEE STYLES)