## Bid

- bidder: StringbidAmount: int
- + ctor(bidder: String, bidAmount: int)
- + getBidder(): String + getBidAmount(): String

## Auction

itemForSale: StringcurrentHighBid: BidallBids: List<Bid>

- isSilentAuction: boolean
- isBuyNowAuction: boolean
- buyNowAmount: int
- isReserveAuction: boolean
- reservePrice: int
- + ctor(itemForSale: String)
- + getItemForSale(): String
- + getHighBid(): Bid + getAllBids(): List<Bid>
- + getWinningBid(): Bid <<derived>>
- + placeBid(offeredBid: Bid): boolean

What if we decide that we need different types of auctions?

Silent, BuyNow, Reserve?

If we try to manage all of this logic directly in the Auction class our code will become brittle, and difficult to maintain.