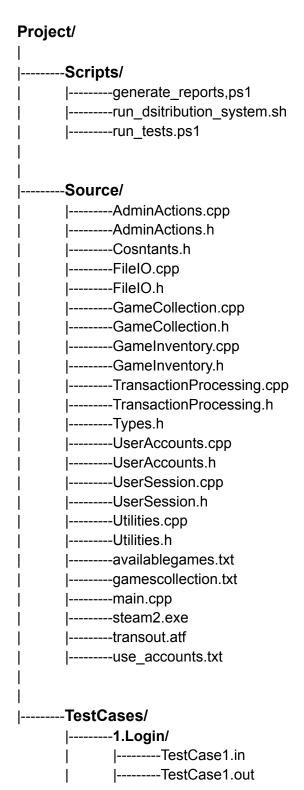
## **Final Front-End List of changes:**

## • New Directory Structure:





- GameCollection class:
  - We added a new class called GameCollection.
  - Completed it functionality to interact with the GameCollection.txt
- AvailableGames.txt:
  - Added a list of all available games.
- GamesCollection.txt:
  - Added a list with all of the games.
- Addition of transout.atf
- user\_accounts.txt:
  - Added a list of all users.
- Addition of run\_distribution\_system.sh
- Run\_test.ps1:
  - Completion of the script.
  - o It's the script we use to test our test cases.
- Completion of AdminActions class:
- Completion of GameInventory class.
- Completion of TransactionProcessing class.
- Completion of UserAccount class.
- Completion of UserSession class.
- Completion of Utilities class.
- Updated Test Cases outputs to better match our vision of the program.
- Addition of Resultant Outputs folder which holds all of the outputs obtained from the our testing script.

## **How to Run the Program**

To compile the Steam 2 Front End, ensure you have a C++ compiler installed (e.g., GCC). **Navigate to Project/Source** and run the following command in the terminal:

g++ -o steam2 main.cpp UserSession.cpp UserAccounts.cpp GameInventory.cpp TransactionProcessing.cpp FileIO.cpp Utilities.cpp AdminActions.cpp GameCollection.cpp

Then run:

steam2 user\_accounts.txt availablegames.txt gamescollection.txt transout.atf