

Final Front-End List of changes:

- **New Directory Structure:**

Project/

```
|
|-----Scripts/
|       |-----generate_reports.ps1
|       |-----run_dsitribution_system.sh
|       |-----run_tests.ps1
|
|
|-----Source/
|       |-----AdminActions.cpp
|       |-----AdminActions.h
|       |-----Cosntants.h
|       |-----FileIO.cpp
|       |-----FileIO.h
|       |-----GameCollection.cpp
|       |-----GameCollection.h
|       |-----GameInventory.cpp
|       |-----GameInventory.h
|       |-----TransactionProcessing.cpp
|       |-----TransactionProcessing.h
|       |-----Types.h
|       |-----UserAccounts.cpp
|       |-----UserAccounts.h
|       |-----UserSession.cpp
|       |-----UserSession.h
|       |-----Utilities.cpp
|       |-----Utilities.h
|       |-----availablegames.txt
|       |-----gamescollection.txt
|       |-----main.cpp
|       |-----steam2.exe
|       |-----transout.atf
|       |-----use_accounts.txt
|
|
|-----TestCases/
|       |-----1.Login/
|       |       |-----TestCase1.in
|       |       |-----TestCase1.out
```

```

|      |-----...
|-----2.Lougout/
|-----3.Create/
|-----4.Delete/
|-----5.Sell/
|-----6.Buy/
|-----7.Refund/
|-----8.AddCredit/
|-----ResultantOutputs/

```

- 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.
 - 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