Description

Agent.java is the entry point for Agent program. BankProxy is created in constructor and in it lies the capability to speak to the bank via network, socket code in here. Like BankProxy, AuctionHouseProxy acts as the process that allows for messages to be written and read over the network. Message objects are passed through stream and MessageAnalyzer is used to interpret messages so that appropriate response can be relayed back. Each agent has an account and available auction info when asked for and can make and alter Bid objects. Upon successful win of item it will store said item in a list to be displayed. AgentGUI has connections to these objects for display purposes.