# Trading Wheels Backend Systems Documentation

## Incom Systems - Callum Pullyblank

### Introduction:

The trading wheels game developed by Incom systems, is a desktop and mobile application, designed to simulate the Australian Securities Exchange (ASX) for the purposes of helping people practice their skills in trading stocks on a real market, without any risk to their real life money.

This document is designed to give some insight into the inner workings of the programs and systems that exist in the background that helps Trading Wheels supply ASX data to the end user, and the management of user accounts.

### ASX Data Management and Access

ASX data utilised in trading wheels is hosted in an Amazon S3 storage bucket, with new data being uploaded to said bucket every 20 minutes, between the hours of 10:00AM and 5:40PM on weekdays. This data is retrieved using an automated PHP script being run on an Amazon EC2 instance, which makes use of the Yahoo Finance API (<http://www.marketindex.com.au/yahoo-finance-api>). At the start of day (9:55AM), an initializer PHP script downloads a csv list of every tradable stock on the ASX (<http://www.asx.com.au/asx/research/ASXListedCompanies.csv>) and reformats the file so that it only contains the ASX trading codes in csv form. This formatted list is saved locally to the EC2 instance, and to the S3 bucket for later use. The S3 copy is saved as ‘companies.csv’.

The main PHP script that runs throughout the day then references this CSV list so that it knows which ASX codes to download information for. This script saves stock information as a JSON file. Each JSON file is saved as \*date\*.JSON where the date is formatted as YYYYMMDD. Inside the file, there is one JSON line for each time then information is retrieved throughout the day, therefore a typical day will have 21 entries in the file. This file is then stored in a folder, which is named for the ASX code the JSON within it refers to. For instance, JSON data for Commonwealth Bank of Australia, for the 6th of April 2017, would be stored as /CBA/20170406.JSON. This naming convention allows for a specific days data for a specific company to be retrieved though the use of the AWS S3 API’s. The JSON data within a file is formatted as follows:

{ “Time”, “Name”, “ASX Code”, “Ask Price”, “Bid Price”, “Last Trade Price”, “Last Trade Time”, “Change”, “Change(%)”, “Opening Value”, “Day High”, “Day Low”, “Previous Close”, “52 Week Range”, “52 Week High”, “52 Week Low”, “Dividend/Share”, “Ex-Dividend Date”, “Dividend Pay Date”, “Dividend Yield”}

The PHP script makes use of the Amazon S3 API to help manage this data.

### Trading Wheels User Data Files

The trading wheels game makes use of a back end User Management Server to manage user interactions with potentially sensitive data being stored in the S3 bucket. User data is stored in a few different ways in the S3 bucket. Within the User bucket, there are two folders, ‘data’, and ‘credentials’.

In the ‘credentials’ folder, each registered user has a file that contains a hash of their password, and their unique ID number. This file is name \*emailHash\*.rec, where \*emailHash\* is the hash function of the email they signed up to the game with.

Within the ‘data’ folder, each user has a folder called \*ID\* where \*ID\* is the ID number found in their credentials file. Within this folder, each user has three files. Data.json, purchaseHistory.json, and valueHistory.json.

Data.json contains all of the user’s information, set out as follows:

{“Name”, “Surname”, ”Email”, ”Balance”, ”Shares”, ”Score”, ”Rights”}

Balance refers to how much money as user has in their account, with the default value on signup being $1,000,000.00. Shares refer to which shares a user currently owns, and the quantity owned for each. Score refers to a user’s score, which is calculated as a user’s total cash, plus the total value of all shares the user owns, subtract the initial starting $1000000. Any score that drops below 0 is set to 0. IE, it is impossible to have negative score displayed; however the actual calculated value could drop below 0.

PurchaseHistory.json contains a running log of all transactions made by a user. Individual entries are separated by new line feeds, and are set out as follows:

{‘Date’, ‘Time’, ’ASX Code’, ‘Qty’, ‘Price’}

Qty can be given as a positive or negative number, where a positive number represents a purchase, and a negative number represents a sale. Price refers to the price per share at the time of the transaction.

ValueHistory.json contains a running log of the players score, as calculated at end of day. Individual entries are separated by new line feeds, and are set out as follows:

{‘Date’,’Score’}

There is also a file for tracking the leaderboard in the bucket. This file is called ‘leaderboard.csv’ and is formatted as follows:

{‘ID’,’Score’}\n{‘ID’,’Score’}\n{‘ID’,’Score’}etc

This file is used to keep track of the order of players, by descending score, for purposes of showing a leaderboard in the user application.

### Trading Wheels User Management Server

The User management server is designed to act as a gateway between the front end program and the user storage bucket hosted on S3. This server is always running on an EC2 instance, and requests can be sent by opening a socket connection to the EC2 server, on port 28543. The front end program makes requests to the server, which then responds with the appropriate data.

* Login Request (login\nemailHash\npasswordHash)

When the user wishes to login, the user program needs to make a login call to the server. This is done by sending the word ‘login’ followed by a new line feed (\n), followed by the hash of the entered email address, followed by a new line feed, followed by the hash of the entered password. The server program takes these inputs, and checks to see if a) the hash of the email matches an existing credentials file, and b) if the password hash received matches the password hash in the credentials file that matches with the email hash received. If these details match up, the server program returns the valid user’s data file stored in the S3 bucket (as discussed in the previous section). If the entered details don’t match up, the server returns a ‘401: Unauthorised’ http code.

* History Request (history\nemailHash\ntype)

The history request is used to retrieve the data within one of the history files belonging to a user. The user program sends the word ‘history’, followed by a new line feed, followed by the hash of the users email address, followed by a new line feed, followed by the type of history to be returned, where type can be ‘transaction’ or ‘value’. The server will check to see if the email hash is a valid hash, and if it is, it will return the contents of the applicable history file to the user program, based on which was requested. If the email hash isn’t valid, or if a history file is missing, the server returns a ‘500: Internal Server Error’ http code.

* Register Request (register\npasswordHash\nfirstName\nsurname\nemailAddress

When the user wishes to register for a new account, the user program needs to make a register request to the server. This is done by passing the word ‘register’ followed by the following fields, in the following order, separated by new line feeds: Hash of password entered, First Name, Surname, Email Address. The server then creates a hash of the entered email address, and checks if a credentials file matching that has already exists. If it does, the server throws a ‘500: Internal Server Error’ error code. If the account doesn’t already exist, the server generates a new unique ID for the account, and then creates the four files outlined in the previous section. It will also add the user to the running leaderboard file, with a score of 0. Once this is done, the server then returns a ‘200’ http code.

* Save request (save\nemailHash\nnewJson\ntransaction)

When the user does something that requires their information to be updated, the user program needs to make a save request to the server. This is done by passing the word ‘save’ followed by a new line feed, followed by the hash of the users email, followed a new line feed, followed by the new JSON string to be saved, followed by an optional new line feed and transaction listing. The server will check to see if a user account associated with the email hash exists, and if it does, it will rewrite the data file with the new json string passed to the server. The server will then read the new score value in the JSON line, and update the players position on the leaderboard. If a transaction was also passed in, the server will append this line to the end of the user transaction history file. If the save process was successful, the server will return a ‘200’ http code, otherwise it will return a ‘500: Internal Server Error’ http code.

* Leaderboard request (leaders\ntopVal\nnumVals)

When the user wishes to view the leaderboard, the user program needs to make a leaderboard request to the server. This is done by passing the word ‘leaders’ to the server, followed by a new line feed, followed by an integer representing the 0 indexed position of the top value to be returned, followed by a new line feed, followed by the total number of results to be returned. For instance, if the user wishes to view the top 10 people, the topVal must be 0, and numVals must be 10, so the request string would look like: ‘leaders\n0\n10’. If the server was able to successfully complete the users request, the server will return a single string of users and scores in the following format:

{‘Name’,’Score’};{‘Name’,’Score’};{‘Name’,’Score}; etc.

If the request could not be complete, the server will return a ‘500: Internal Server Error’ http code.