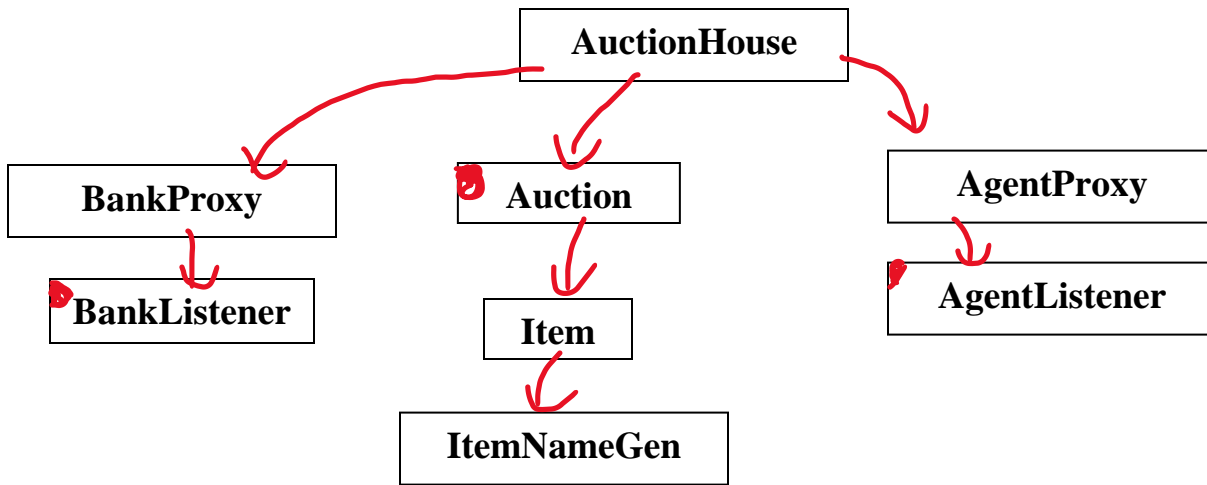


# Auction House Design Diagram



## **Description**

**AuctionHouse** – Server listening that first connects to the bank and then listens for connection requests from agents, passing them along to the **AgentProxy** and handling the agents closing a connection.

**BankProxy** – Encapsulates the communication between the auction house and the bank, responsible for things like blocking funds for an agent when they make a bid.

**BankListener** – Active object that listens to messages from the bank and deals with them accordingly.

**Auction** – Object that represents an auction that agents can bid on. Keeps track of information about the auction and has a countdown to alert the winner of the auction.

**Item** – Item that is sold in an auction, has information such a description and price.

**ItemNameGen** – Generates random descriptions for the items being sold.

**AgentProxy** – Encapsulates the communication between the agent and the auction house, handles and process requests to bid and disconnection checks.

**AgentListener** – Active object that listens for messages being sent from the agents and deals with them accordingly.