



**Bank:** The central object for the bank side of the auction. Facilitates the monetary side of bidding on items. Also provides ways for the different houses and users to communicate.

*BankListener:* Listens for incoming socket requests to connect to the bank.

*BankDisplay:* A graphic display to show the current state of the bank.

*BankAccount:* An object made for every user and house. Holds information relevant to a bank account such as the account name, the un-held balance, and the overall balance.

*MainItemList:* In an effort to keep AuctionHouses from selling duplicate items, the bank informs the auction houses of what items they should be selling. The Bank maintains the total item list for the auctions.

**AuctionHouse:** The central object acting as an auction house in the auction. Organizes communication between users wishing to bid on items and with the central bank.

*TimerThread:* These objects/threads are created whenever an object is bid on for the first time. Invokes a message to the main AuctionHouse to indicate the item should be sold at this time.

*AuctionListener:* A listener waiting for socket requests from users to join the AuctionHouse.

*ItemList:* The collection of items being sold by this particular AuctionHouse.

**User:** The interactable part of the project. Human users can use the GUI provided to bid on items and gather information about the state of the auction.

*Bid:* An object to internally represent the bids the User makes.

*HouseListener:* A listener waiting for spontaneous messages from the AuctionHouse, and then invoking the appropriate methods in the User and the GUI.

*BankListener:* A listener waiting for spontaneous messages from the Bank, and then invoking the appropriate messages in the User and the GUI.

*UserGUIController:* A controller creating and maintaining the GUI for the human user.