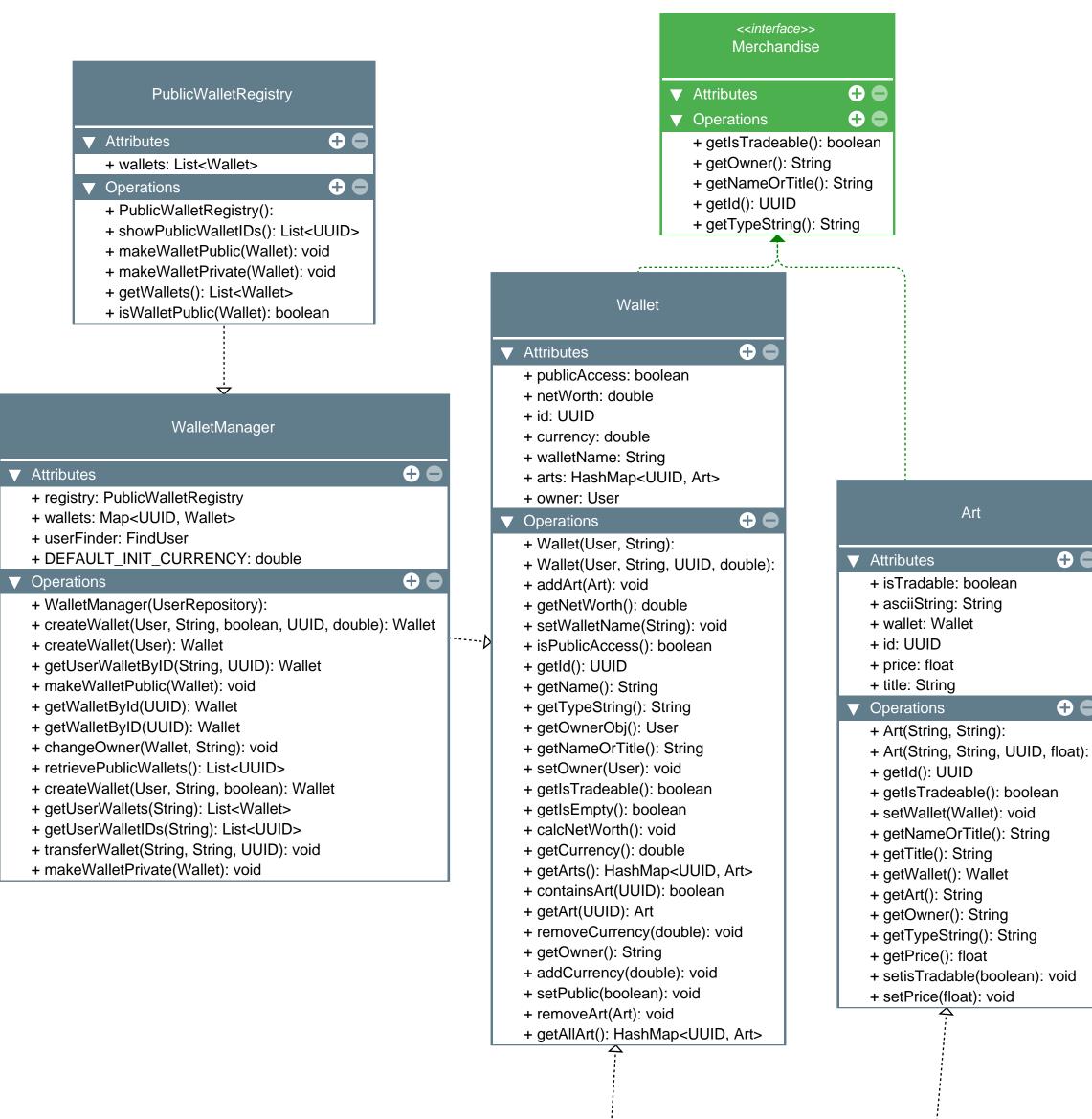


Market



ArtGenerator

+ asciiCategories: Map<String, String>

+ determineClosestCategory(String): String

ArtManager

+ createNewArt(String, String, float, UUID): void

+ getArtByWallet(UUID): Map<UUID, ArtFacade>

Attributes

▼ Operations

Attributes

Operations

+ ArtGenerator():

+ generateArt(String): String

+ library: HashMap<UUID, Art>

+ ArtManager(WalletManager):

+ getArt(UUID): Art

+ artExists(Art): boolean

+ addArt(Art, UUID): void

+ getAllArt(): Collection<Art>

+ walletManager: WalletManager

+ getRandomArt(String): String

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Appraiser

+ appraiseArt(ArtManager, Art): double

ArtFacade

+ artManager: ArtManager

+ ArtFacade(Art, ArtManager):

+ getAsciiArt(): String

+ getPrice(): double

+ getId(): UUID

+ getTitle(): String

+ getTradeable(): boolean

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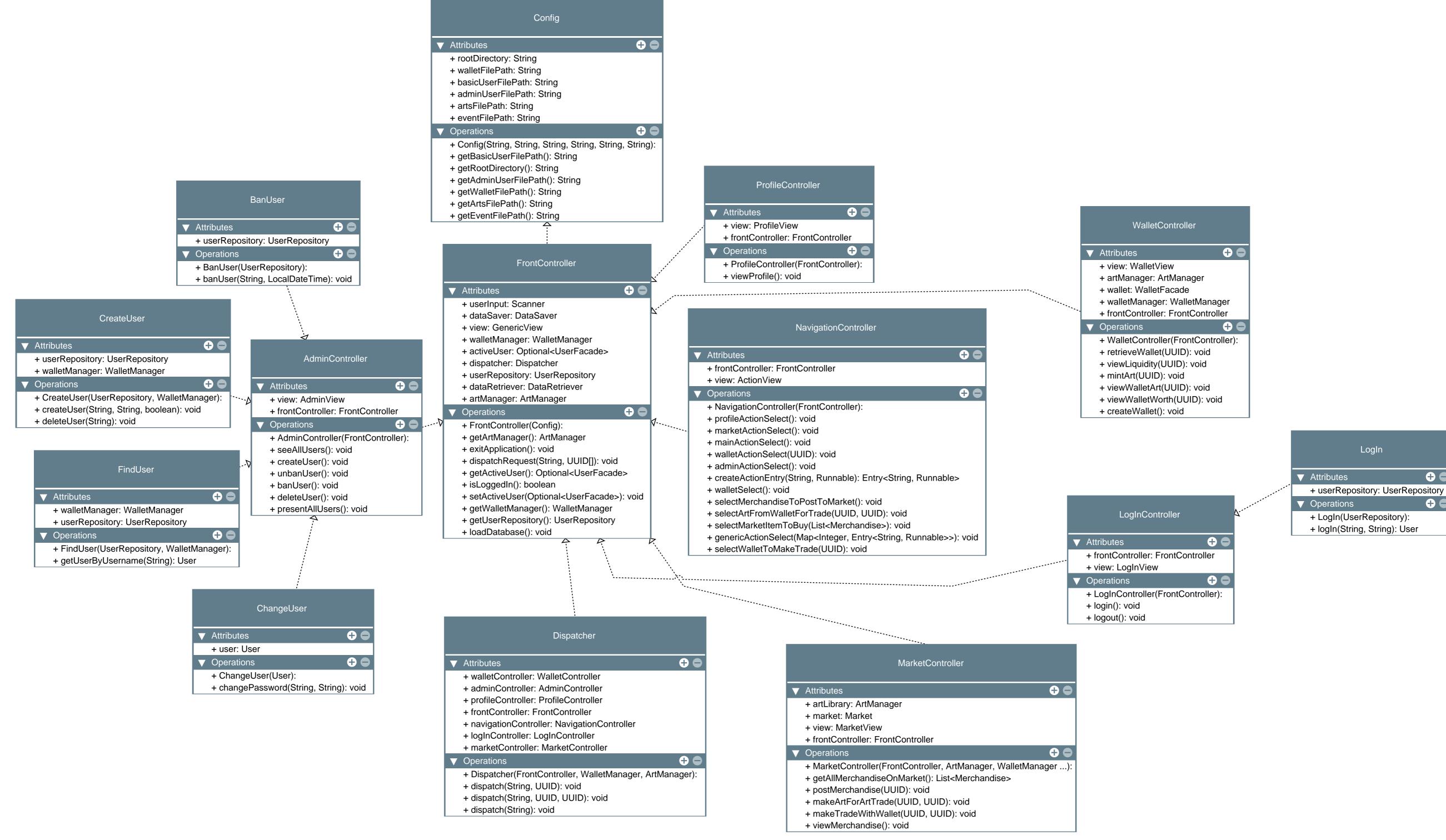
Attributes

▼ Operations

+ Appraiser():

+ art: Art

Operations



LogIn

