Axie Infinity Coins Converter

1. *User* <u>inputs</u> a coin to convert to (*x)* and from (*y)*.
2. Program <u>validates</u> if coin exists.
3. Program <u>gets</u> the real time data of both coins *(x & y)* worth from database.
4. Program <u>displays</u> equivalent value of both coins *(x: y)*.
5. *User* <u>inputs</u> number of coins *n* to convert.
6. Program <u>displays</u> total value of number of coins *n* multiplied by the second coin *x.*

Nouns (Candidate Classes)

User
Coin – Coin *x* & Coin *y*

Verbs (Candidate Operations)

Input a coin
Validates the coin
Displays total value
Displays equivalent value