

Item

```
{  
    "id"          : int,  
    "name"        : int,  
    "cost"        : int,  
    "boost"       : int,  
    "default_qty" : int,  
}
```

ItemInterface(items: [Item]) → None

Return a human readable representation of the item.

__str__() → str

lookupID(itemString: str) → int

getName(itemID: int) → str

getCost(itemID: int) → int

getBoost(itemID: int) → int

getDefaultQty(itemID: int) → int

filterBy(key: function) → [int] #ItemID

Alias to __str__

getItemString() → str

```
Store(items: ItemInterface) → None
```

```
# Return a human readable representation of the  
store.
```

```
__str__() → str
```

```
#Randomly generate a store.
```

```
generateStore() → None
```

```
# Alias to __str__
```

```
getStoreString() → str
```

```
buy(itemID: int, qty: int) → int #0 if success 1  
if fail
```

```
# Sorts the store in ascending order by cost
```

```
_sort() → None
```

User(store: Store) → None

getId() → int

getBalance() → int

getBoost() → int

buyItem(itemID : int, qty: int) → int #0 =
success, 1 = fail

changeBalance(moneyDelta : int) → None

UserInterface(users: [User]) → None

findByID(userID: int) → User # Or None

```
ProCoin(itemFilename: str, userFilename: str) →  
None  
  
loadItemfile(itemFilename : str) → ItemInterface  
loadUserfile(userFilename : str) → UserInterface  
saveUserfile(users : UserInterface) → None  
  
#0 if success else 1  
buy(userID: int, itemString: str, qty: int) → int  
addCash(userID: int, amount: int) → None  
removeCash(userID: int, amount: int) → None  
showStore() → str
```