

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) → int

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
```