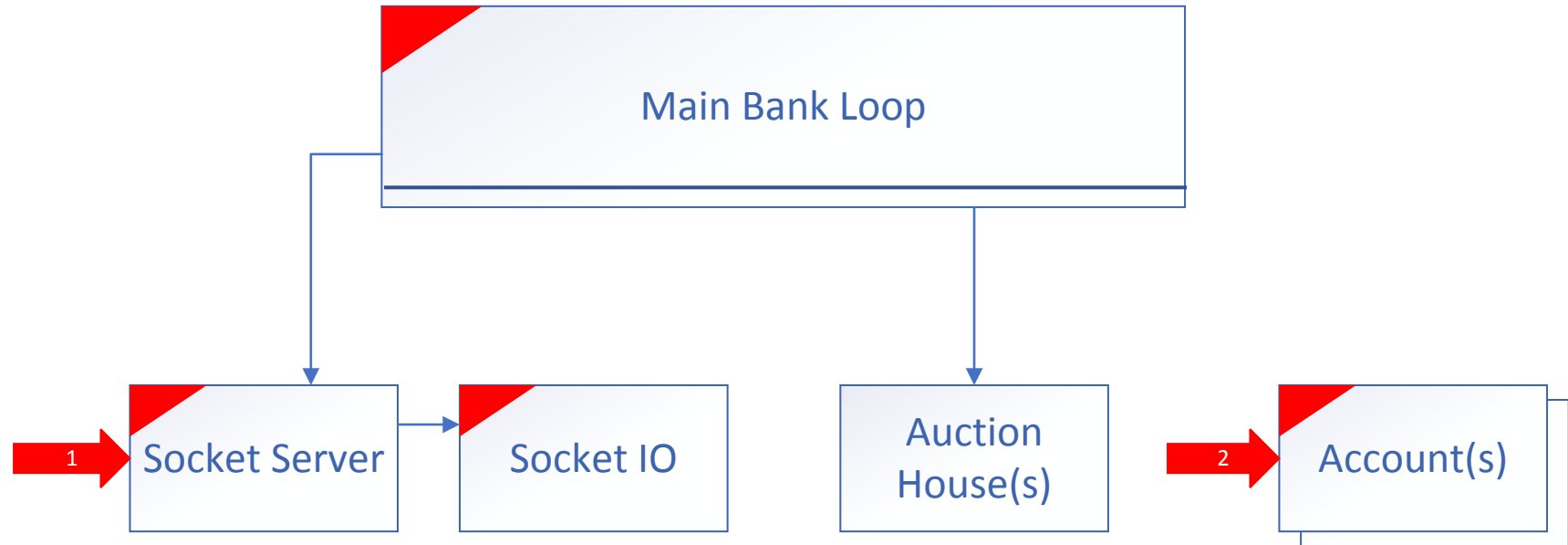


Project 5- Distributed Auction [Bank]



Trigger 1: Socket Server listening for new connections.

Trigger 2: Auction House or Agent attempting to access or modify an account.

Description

Main Bank Loop: Spins up socket server and manages message communication.

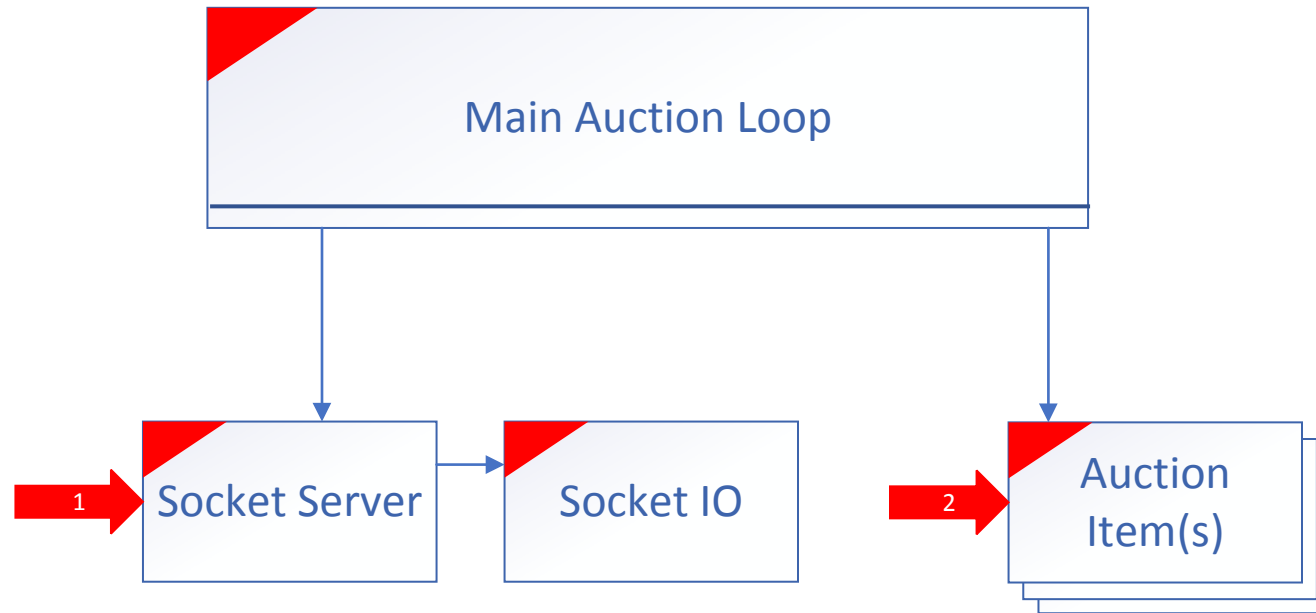
Socket Server: Thread that listens for new requests to connect.

Socket IO: Threads that send and receive socket communications.

Auction House(s): Store information about auction houses to send to agents.

Account(s): Accounts that are self-maintaining for managing auction house and agent balance and transfers.

Project 5- Distributed Auction [Auction House]



Trigger 1: Socket Server listening for new connections.

Trigger 2: Bids on auction items, as well as the auction house start new auctions.

Description

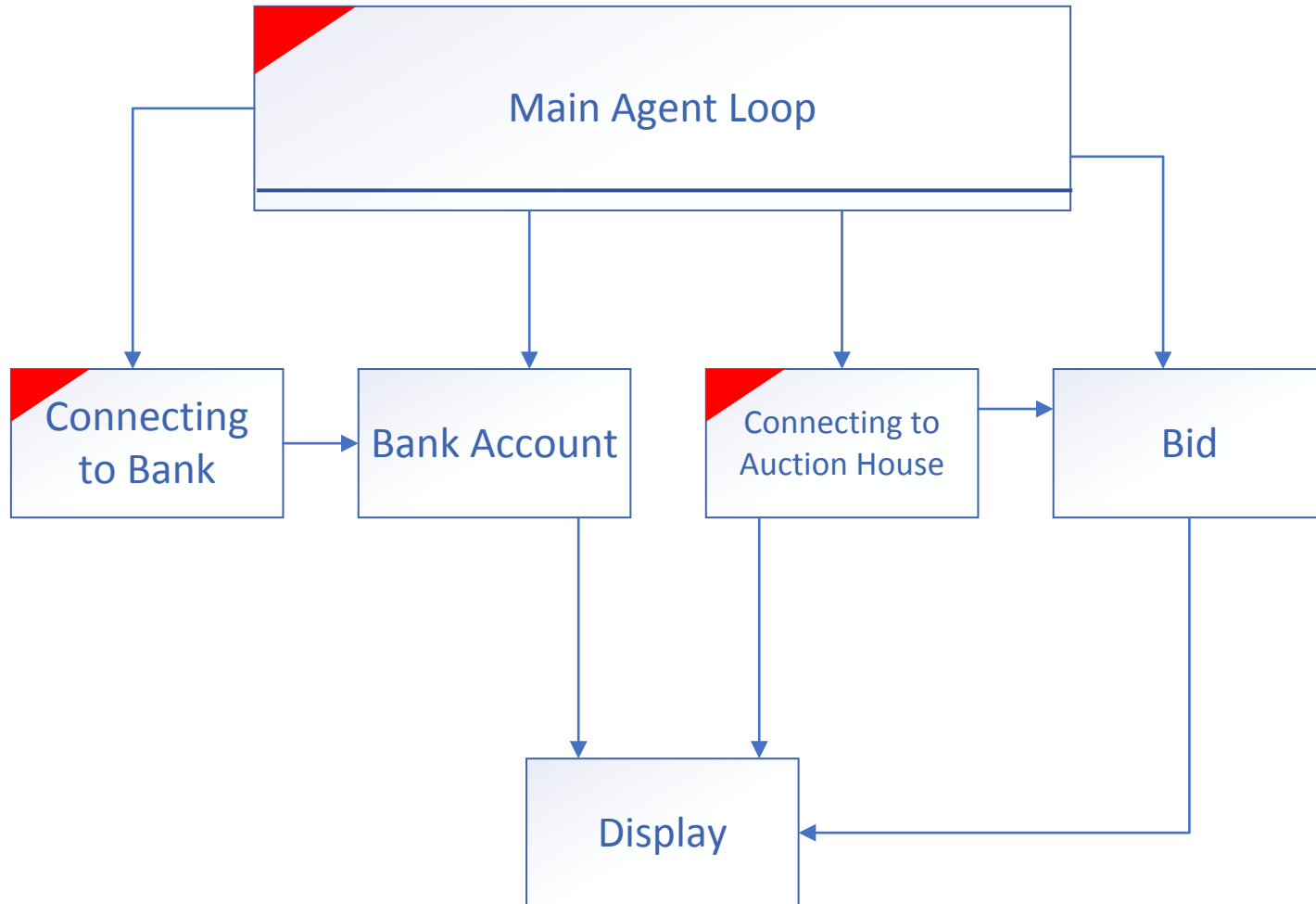
Main Auction House Loop: Spins up socket server and manages message communication.

Socket Server: Thread that listens for new requests to connect.

Socket IO: Threads that send and receive socket communications.

Auction Item(s): Self-starting and ending auctions. It maintains bid information for those bidding on that item.

Project 5- Distributed Auction [Agent]



Description

Main Agent Loop: Main loop to take user requests for bidding on auction items.

Connecting to Bank: Bank IO is on its own thread.

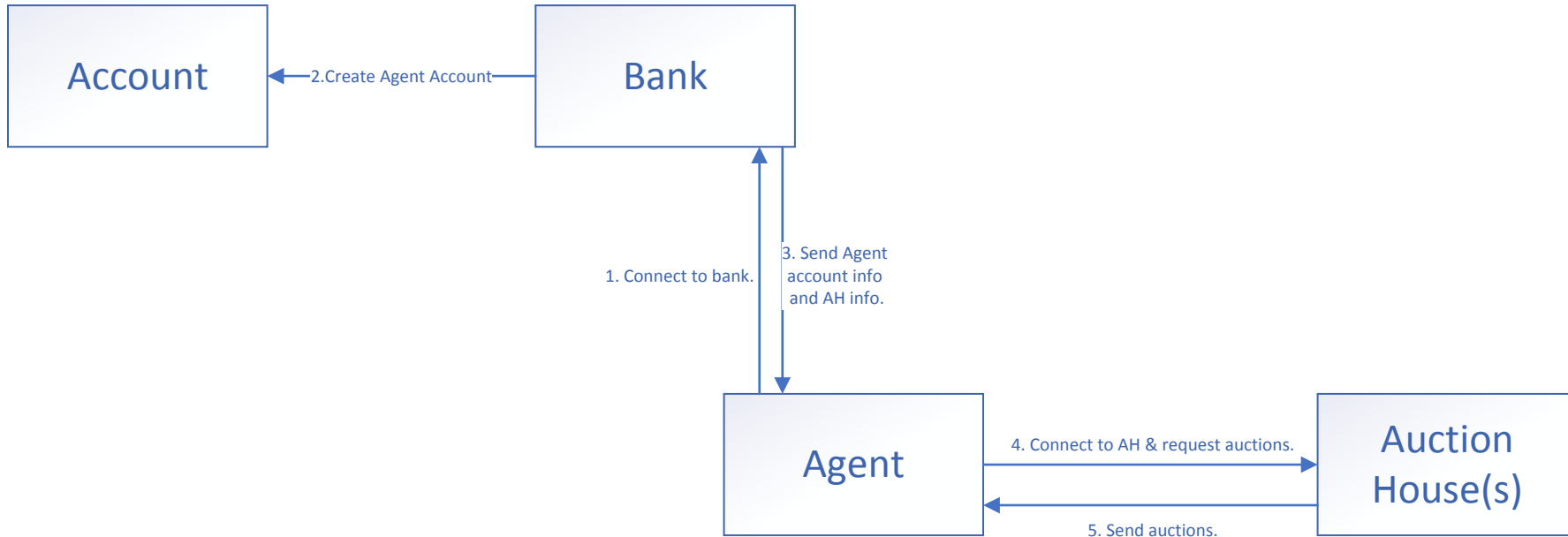
Bank Account: Agent managing account deposits and money transfers for won items.

Connecting to Auction House: Auction House IO is on its own thread.

Bid: Agent making bids on items for auction at auction houses.

Display: Will display on console interface.

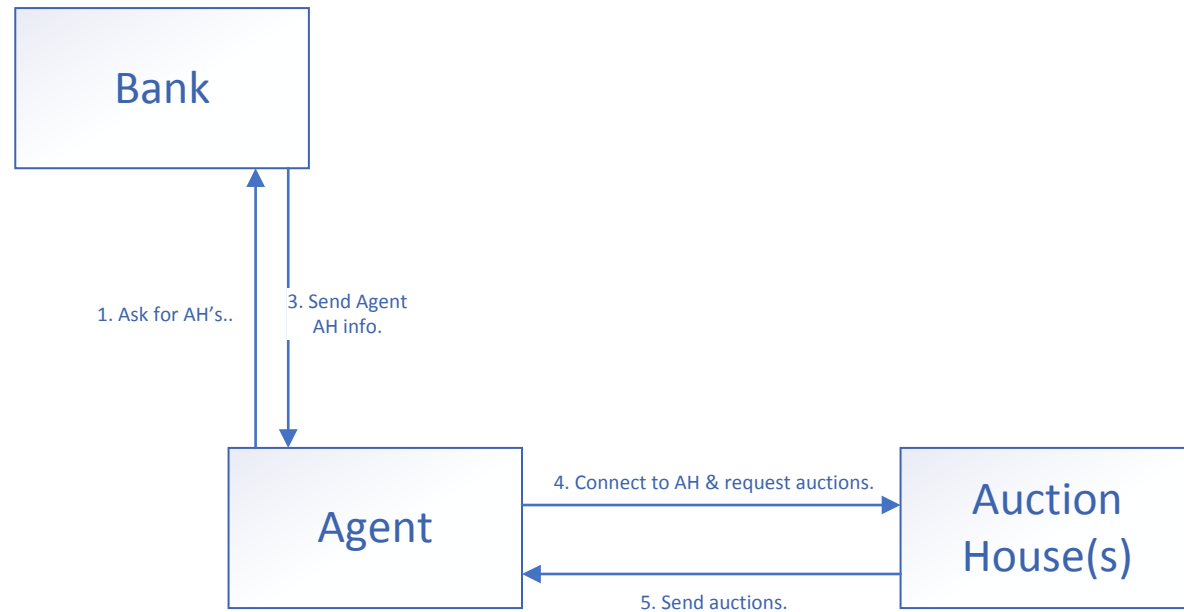
Project 5- Distributed Auction [Starting Agent]



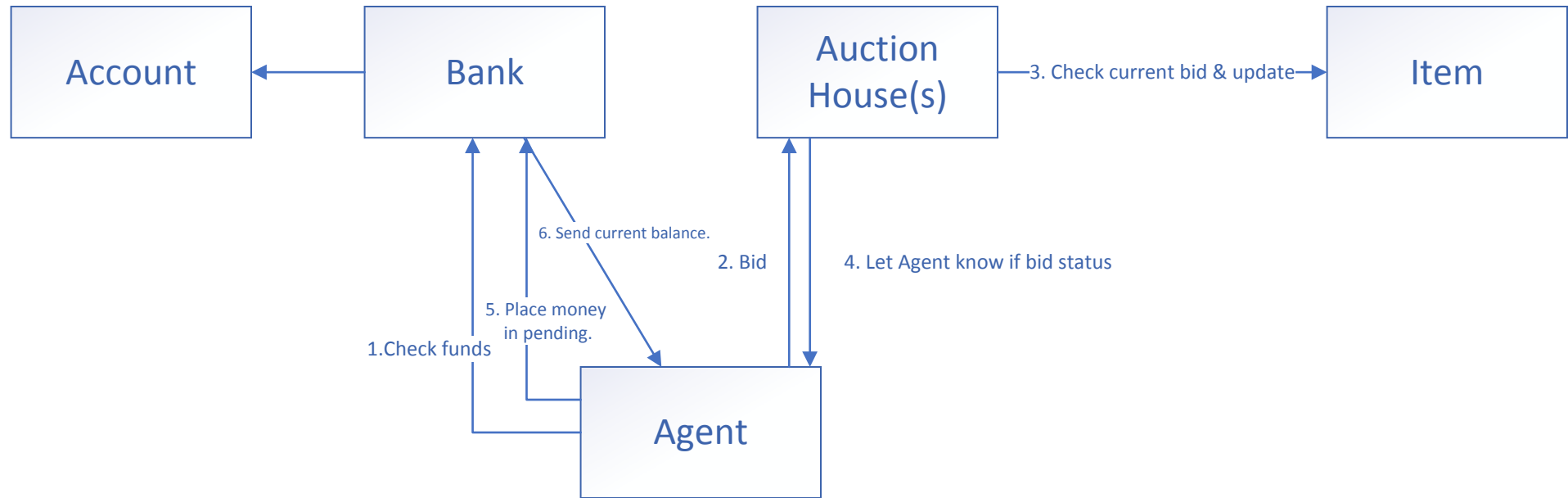
Project 5- Distributed Auction [Starting Auction House]



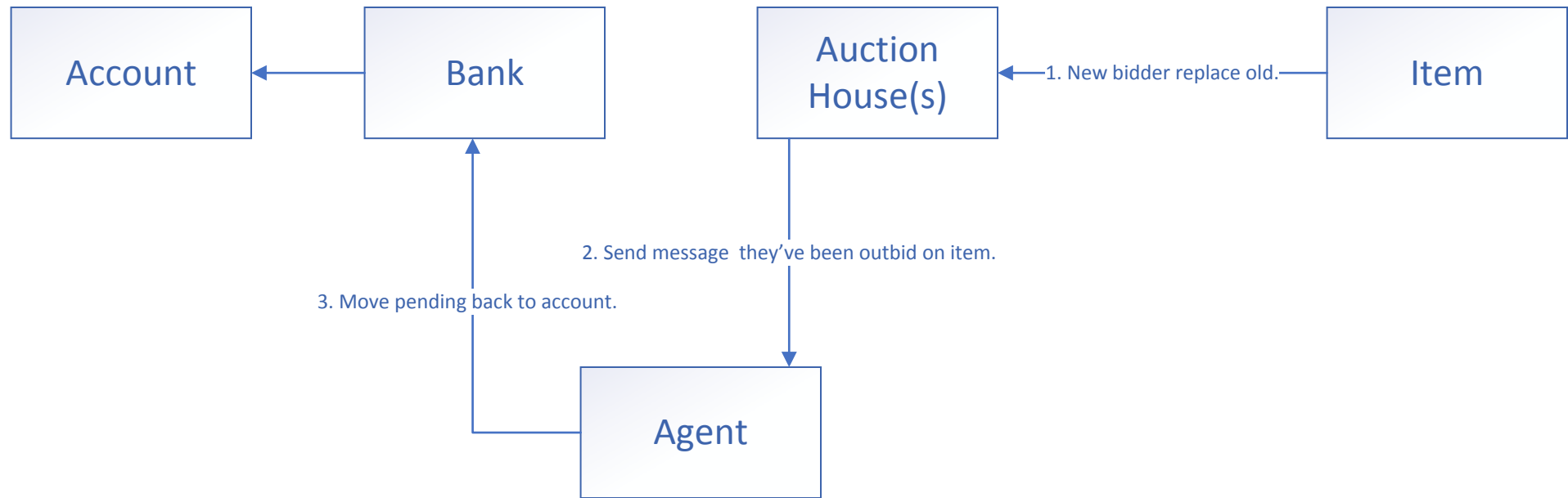
Project 5- Distributed Auction [Checking for new Auction Houses]



Project 5- Distributed Auction [Bid]



Project 5- Distributed Auction [Outbid]



Project 5- Distributed Auction [Win bid]

