LLD

We built 6 classes that represents the variables of the requests.

Each class has its own specific fields according to what the user want to do with market:  
  
Classes-Types [Folder]: BL  
 - BuyRequest

* Cancel Request
* QueryBuySell
* QueryMarket
* QueryUser
* SellRequest

Networking [Folder]: DL  
ServerCommunication[Class]:

We implemented the "IMarketClient" interface, in the communication module code. Each method creates a connection with the market server getting a respond from it.   
One for each of the market possible functions.  
  
We used the implemented "SendPostRequest" method that was created by the project instructors to make the actual communication between the user and the server in each method.  
  
  
  
  
MarketUserData[Class], MarketItemQuery[Class], MarketCommodityoffer[Class]:

The server respond for the Query sell/buy request,  
Query user request and Query market request  
is unique because in these kind of queries the server respond with much more information that been divided between several variables -  
like int, list, dictionary and more…  
So in order the get all the information we needed we implemented the interfaces in the marketclient.DataEntries directory with the needed variables.

Main [Folder]: PL

In the main, we did a while loop which let the user communicate with the market server as many times as he want.  
We used Console.Writeline() to tell the user what he need to do in order to get the information he needs.  
With great dedication to the interface final look and simplicity.   
In the Main we make calls to the ServerCommunication[Class]  
functions, those "calling" the server to get a response which we then slightly alter to be more clear and visual to the user.