**Algo-Trading client app LLD**

The presentation layer communicates with the user by using a console, which prints the following options on it:

1. Buying\Selling- asks the user to enter the requirements for buying\selling a commodity: commodity number (int), price (int) and amount (int).

The function sends the request with the matching parameters to the server through MarketClient by using SendBuyRequest\SendSellRequest method.

1. Canceling- asks the user to enter a transaction ID (int) which he\she wish to cancel. The function sends the request to the server through MarketClient by using SendCancelBuySellRequest method.
2. Queries-

* Buy\Sell- asks the user to enter a transaction id number for returning information about this transaction. The function sends the request to the server through MarketClient by using SendQueryBuySellRequest.
* User- sends a request for user information through MarketClient by using SendQueryUserRequest, and returns it to the user.
* Market- asks the user to enter a commodity number and sends a request for stock information through MarketClient by using SendQueryUserRequest, and returns it to the user.

Every option can be chosen by pressing the matching number:

1- Buy, 2- Sell, 3- Cancel, 4- Queries

4.1- Buy\Sell query

4.2- User query

4.3- Market query

If at any point the user wants to go back to the main menu, he\she can enter "-1".