LLD:

Data layer:

requests from the user:

buy – sends buy request to the server-

sell- sends sell request to the server -

- cancel - sends cancel request to the server

- user query- requests to the server which regards the user's information.

- item query- requests to the server which regards the item's information.

- Buy/sell query- the user must ask about specific product's buy/sell price by sending the product's ID to the server.

Business layer:

Market client:

Data entries(folder):

-Commodity offer

-Item query

-User data

**(all the three above will be expend in the future due to the needs of the class).**

Utils(folder):

I-market client 🡪 we implement this interface with the class market client.

Market Commodity Offer -

Market item query-

Market user data-

**(all the three classes above implements the interfaces on the data entries folder. Here, we build an object for the suitable query).**

Utils:

-LegalInput – this class check the input legality.

-simple HTTP client- communicating with the server.

-token- building token with the USER and KEY we received as a group.

Presentation layer:

Program- main.

# The console that contacts the user and helps the user communicate with the program.