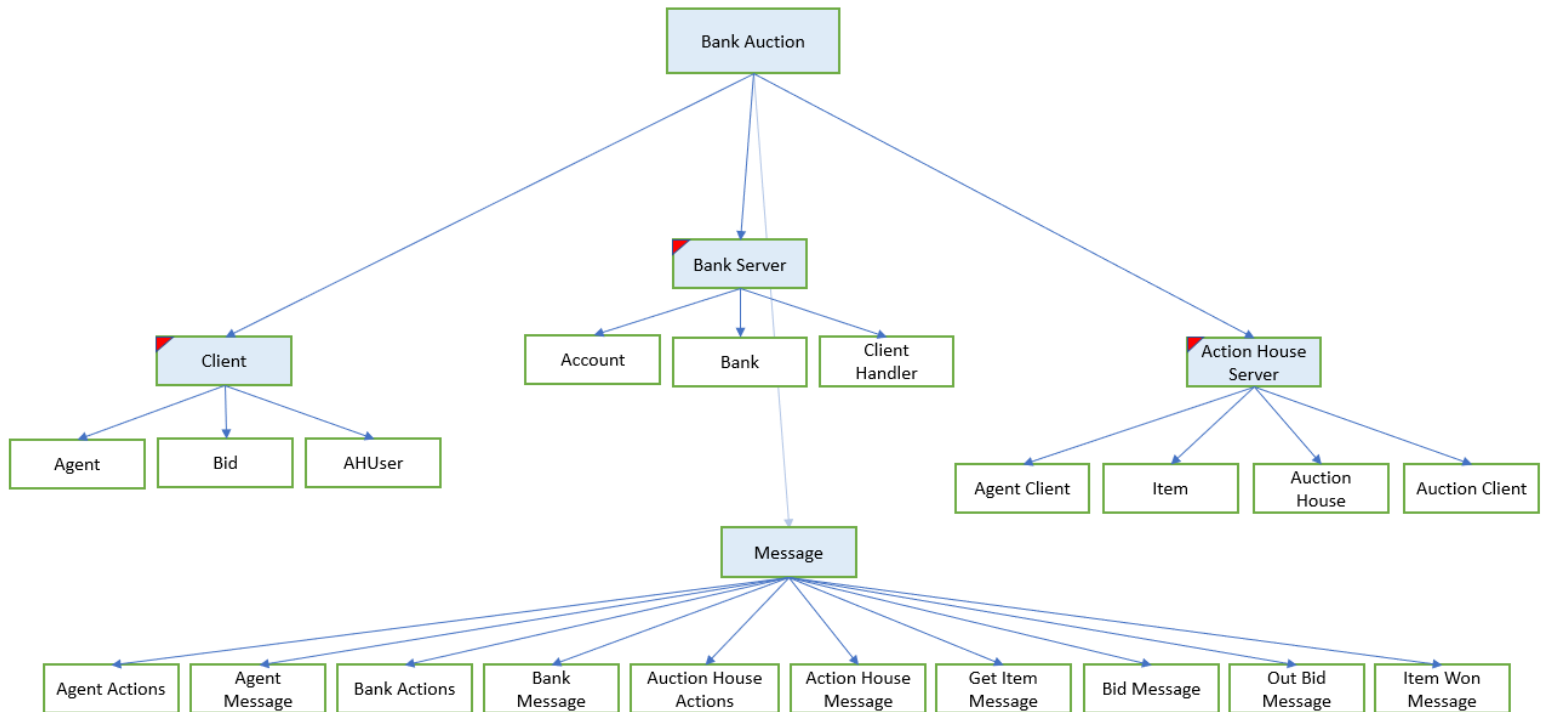


DESIGN DOCUMENT



Client: contains Main method to run Client program.

Agent: contains getters and setters for account number and a list of available auction houses for agent.

Bid: contains getters for agent's ID and money

AHUser: is a test server that validates agent's auction house choices

BankServer: contains Main method to run Bank program

Account: contains getters and setters for account number, balance, and name for create an account for the bank.

Bank: contains a list of action houses, a hashmap for accounts, and a blocked money hashmap used for holding funds during bids. It contains other helper methods for the bank.

Client Handler: Handle messages, decides what to do with the respective processes associated to an auction house or an agent message.

AuctionHouseServer: contains Main method to run Auction-House program

Item: contains getters and setters for items to be sold.

AuctionHouse: monitors bid actions

AuctionClient: decides when to win the bid or outbid.

AgentClient: monitors bid actions

Message: abstract class that holds messages

AgentActions: holds agent's actions.

AgentMessage: getters and setters for messages to be sent to agent.

BankActions: holds bank's actions.

BankMessage: getters and setters for messages to be sent to bank.

ActionHouseActions: holds auction house's actions.

AuctionHouseMessage: getters and setters for messages to be sent to auction house.

GetitemMessage: gets items messages.

BidMessage: gets bid messages.

OutBidMessage: gets item out bid messages.

ItemWonMessage: gets item won messages.