Welcome to eHills!

Hi! My name is **Shanil Jasani** and I am the programmer behind **eHills**, my EE 422C Final Project. If you want to buy things from an online auction, eHills is the software for you! Here's how it works:

Top Features

- All your active auctions in one place
- Ready to bid, out of the download package
- Integrated history and account information tool
- Free to use

About eHills

User's Point of View

User Profile

Users of all ages and backgrounds come to the Auction market via eHills to place their bids on the latest and best items available.

Modern Problems Require Modern Solutions

Let's get to the point. Modern electronic auctioning sites just don't cut it anymore. That's why I created eHills, an easy-to-use, straightforward bidding software.

The Solution

eHills!

Quick Start Guide

eHills has an easy to use bidding interface. It's as easy as

- 1. Selecting an Item
- 2. Entering your bid
- 3. Placing your bid

It's just that simple!

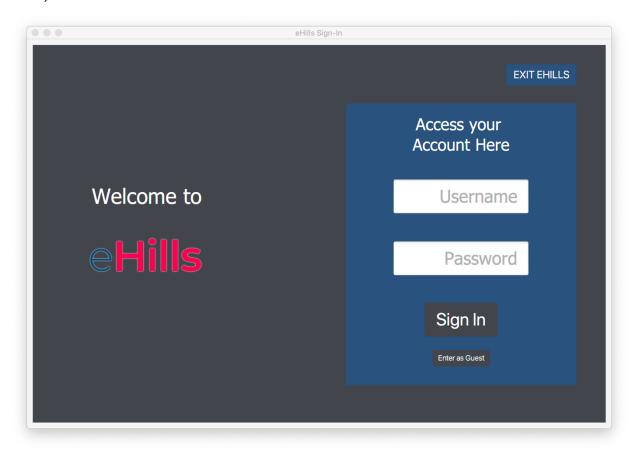
You also have the opportunity to

- Read more about the item in the description
- View auction details such as starting price, ending price, and current highest bidder and bid value
- See your bidding history and account information

User Guide

Sign-in to eHills using your given username and password or as a guest user

(to see all usernames and passwords used in the current implementation, visit the Programmer's Point of View Section)



Signing in may take a moment, everything is syncing up to give you the best experience!

Once you've signed in, select an item to bid on from the dropdown menu.

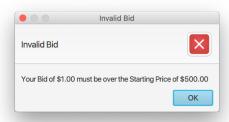


Then enter a valid bid amount

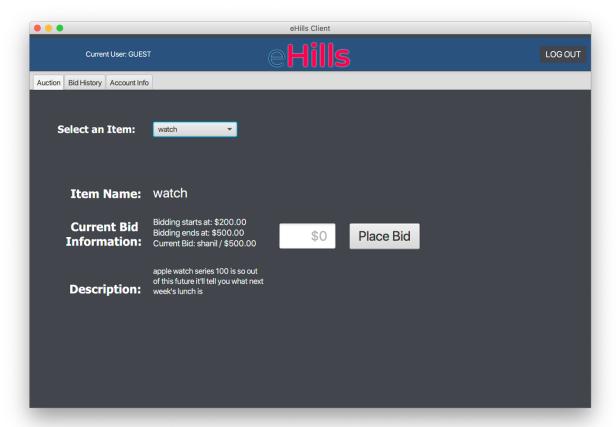
A valid bid is above the starting bid and greater than the maximum current bid by a minimum of \$0.01.

The server processed bids on a first-come, first-serve basis, so enter your bids quickly!

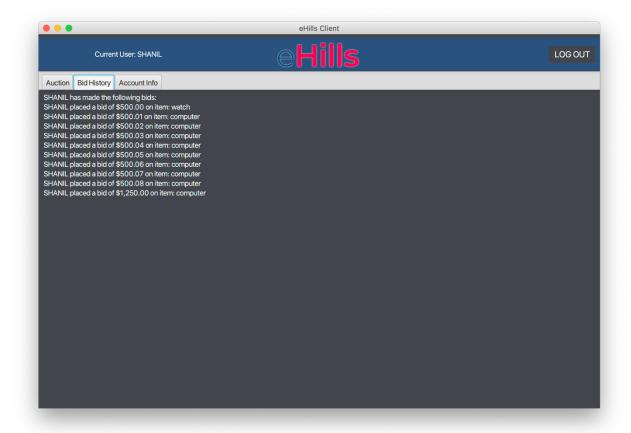
There are a number of errors you may encounter with placing a bid. Most are related to the validity of your bid.



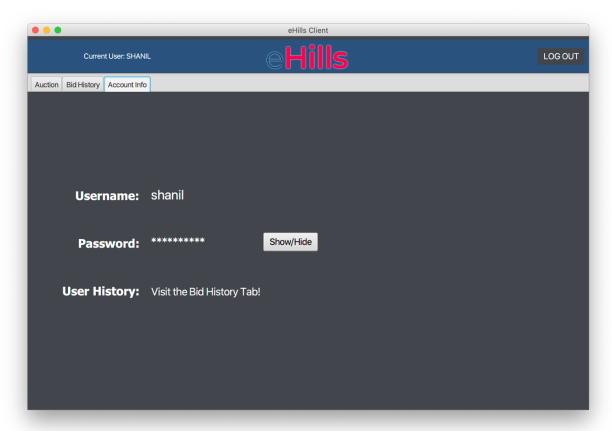
If all goes well, you'll see the window refresh showing your bid as the highest bid for the item!



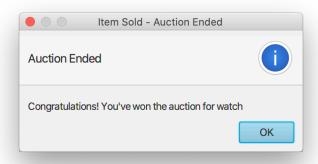
You can also view your Bid History by visiting that tab!



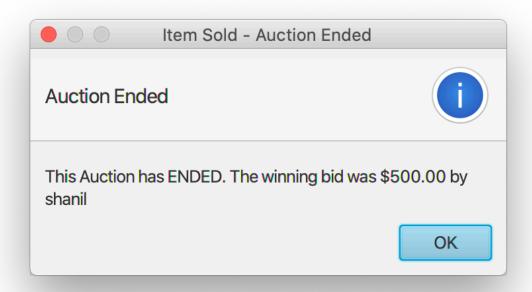
Refresh your memory with private account information by going to the Account Info Tab



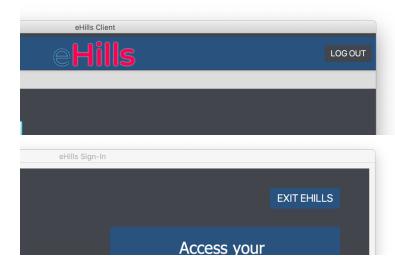
If you have won a bid, congratulations! You'll be identified and notified.



Or else, you'll be notified of your loss :(



Exit by clicking LOG $\,$ OFF and then EXIT $\,$ EHILLS $\,$



Programmer's Point of View

Code History

I started this program very soon after its release with a beautiful and complicated GUI on SceneBuilder. I learned that this flow was difficult, but I worked then on setting up functional bi-directional networking, the shared classes, and a custom string commands system to communicate. I then added additional functionalities:

Additional Functionalities

- Minimum starting price on each Item
- A High Limit (Buy it Now) for each item
- Customer sees their own bid history
- Custom item descriptions
- Nice GUI
- Using a cloud server to host users and items database for initialization
- Custom Encryption of Passwords

Code Structure

Shared Classes

- Bid. java used to represent individual bids
- Item. java used to represent items for sale
- User.java used to represent individual users and authentication
- MasterDB. java a master database synced across clients and the server
- Parser. java processes each command request
- SJEncryption.java a custom encryption system

Server Workflow

- Reads Users and Items from the internet database files items.txt and users.txt at djshanzee.com/shanil_private/
- Sets up networking at **port 8000** with an ObjectOutputStream for the main writer and an ObjectInputStream for each client reader
- As the server receives client requests, it parses in order received, the request commands.
- Once it has parsed the request, it notifies all clients of the update. (ie. a new highest bid, authorized User, etc)

Client Workflow

- Sets up networking at host: localhost, port: 8000 with an ObjectOutputStream for outgoing commands writer and an ObjectInputStream for incoming commands reader.
- It then prompts the user with the sign-in page

- Once it's received a positive authorization from the server, the Client closes the Sign-In window and pulls up the Bidding window
- Here, bidding on an item sends a message to the server, or displays an error
- The Bidding window refreshes every second with the latest information from the Server

Table of Commands

Client Sending, Server Receiving

Command	Purpose
<pre>C_AUTH + username + password</pre>	Authorize this user with this password
C_REFRESH	Sync Databases Request
C_INIT	Initialize my Database
C_BID + user + item + amount	Process this bid by this user on this item of this amount

Server Sending, Client Receiving

Command	Purpose
<pre>S_AUTH + username + authorization</pre>	User has/doesn't have access
<pre>S_REFRESH + itemInfo + bidInfo</pre>	Sync your database with these items and bids
<pre>S_INIT + itemInfo + bidInfo</pre>	Initialize your database with these items and bids
S_BID + user + item + bid + acceptance	A bid by user on item of bid has/hasn't been accepted by the server

Table of Users (current testcase)

Username	Password	
shanil	jasani	
sister	cool	
admin	pass	
greg	left	
myTA	nice	

Table of Items (current testcase)

name	description	Starting Price	Ending Price
phone	iphone x in in excellent condition, comes with black phone case and broken charger	\$300	\$500
computer	macbook pro from 2022, with all software an ece student at UT needs	\$500	\$1,250
class	though ee422c is an invaluable class, this auction is the highest price bc it rocks	\$1,010	\$10,101
watch	apple watch series 100 is so out of this future it'll tell you what next week's lunch is	\$200	\$500
bed	big mattress for big sleep, you have to come get it though	\$500	\$3000

Special Thanks to the Following Sources

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