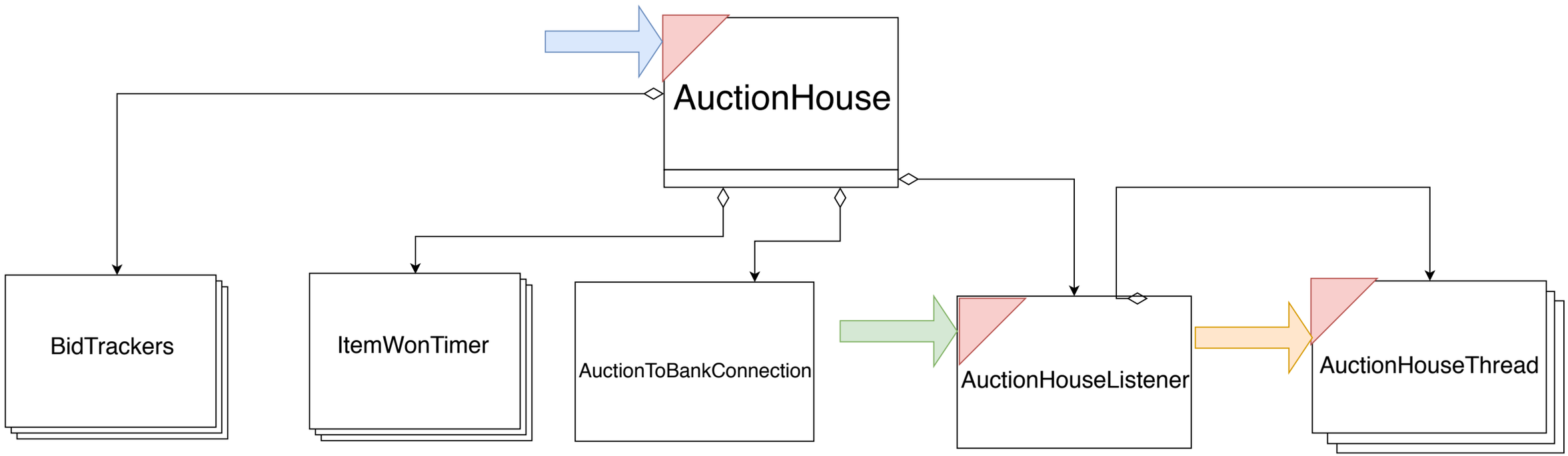
Auction House - Details



The AuctionHouse - This object is made up of several other objects. The goal for this object is to sell items to agents that would like to bid on them. When this thing gets initialized it instantiates a **AuctionToBankConnection**. This is used to communicate with the bank it takes a bank socket. it controls all input and output messages. all input messages are placed into the AuctionHouse message queue to be preocessed when it can. It also offers API to the auction house to send messages to the bank.

It generates 3 **BidTracker**s, which encapsulate the item being sold and the bookkeeping for the bidding of the item. with the trackers are **ItemWonTimer**s. after the first bid the timers kick off. Every time a new bid is received they are reset. the timer will go off ater 30 seconds and the item is then sold. and replaced.

After the auction house connects to the bank and gets an account number it

starts its own server socket and passes it to **AuctionHouseListener** . The goal of this object is to accept to connections. when it does it triggers(Green arrow above). This trigger accepts a new client socket and feeds it into **AuctionHouseThread.**

The **AuctionHouseThread** is an agent client connection. create input and output streams. It adds the output stream to a hashmap that can be accessed by **AuctionHouse.** this thread only proccesses input data.this is the orange trigger arrow above. as soon as it gets the input message it puts it in the **AuctionHouse** message queue to be processed when ready.

The Blue Trigger above is the thread for **AuctionHouse**. It literally just responds to Messages accordingly from the Message queue