CS 351L - *Design of Large Programs*

Project 5 Design

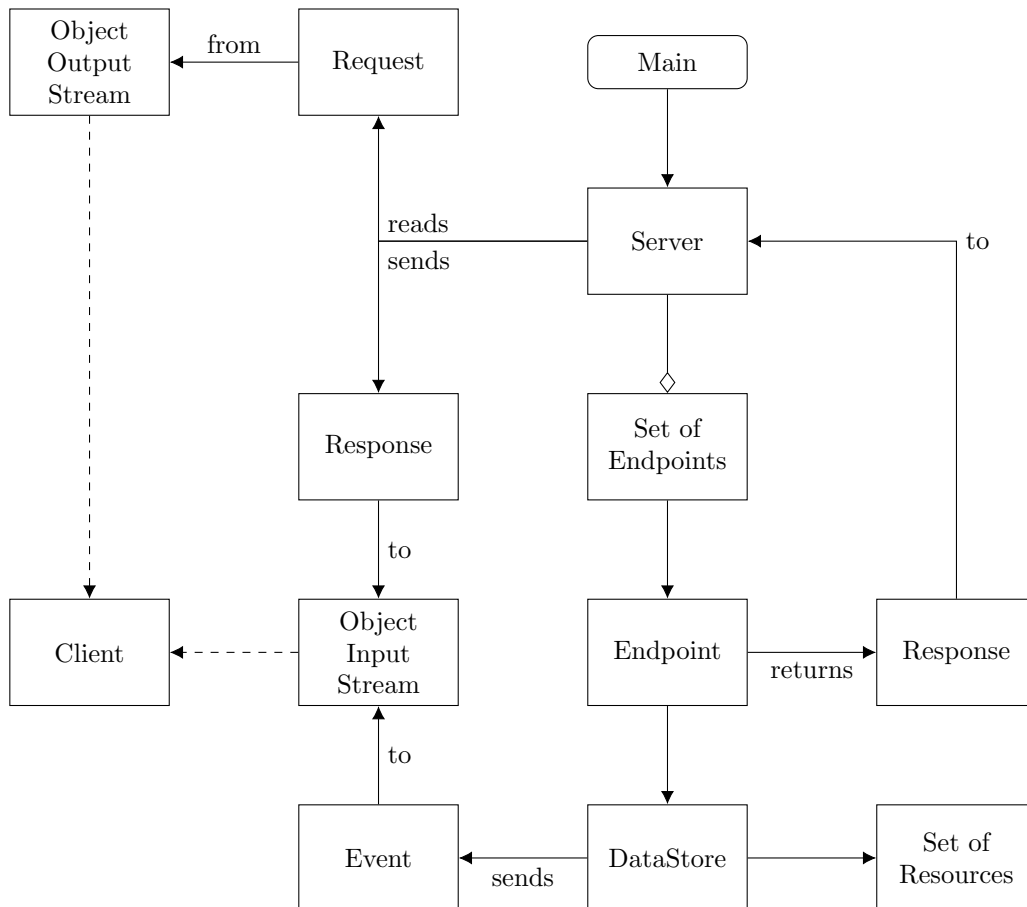Christopher Medlin, Will DeBernardi, Isaiah Martell <`cmedlin@unm.edu,`
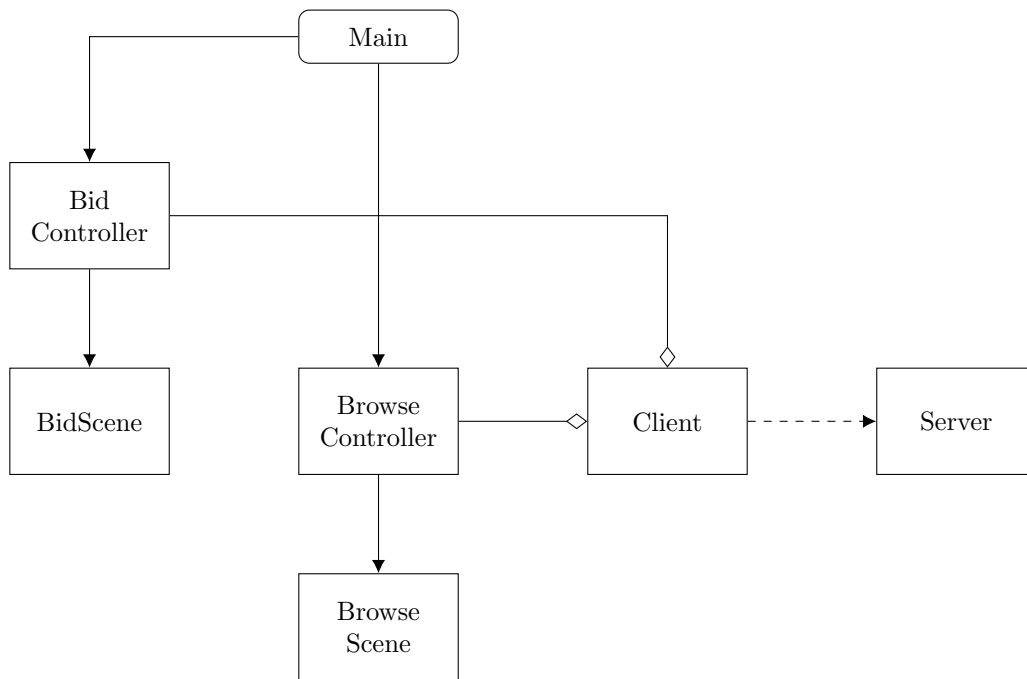`wdebernardi@unm.edu, imartell@unm.edu`>

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1 Object Diagram

NOTE: dashed line implies cross-network communication

1.1 General Diagram for Server

1.2 Diagram for Agent

1.3 Clarification

- BrowseScene is for observing the list of items, and BidScene is for bidding on an item

- Each Endpoint has a "URL" of sorts that is specified in the Request option, and the Server will route a request to the desired endpoint and return the Response

- A client can "listen" in on a specific resource in the DataStore, and they will be notified upon that resource being changed with an Event object