Agent Proxy → Bank ← AuctionHouse Proxy

Bank → BankAccount → BlockedFund

Package Bank Descriptions

- Bank – The central server of the program. All clients (both Agents and Auction Houses) need to register with the Bank. When they register the bank sets up a bank account, and the bank gives them back their new AccountID. They can connect to the Bank using RMI.

- BankAccount – This is where money is tracked and moved around. It's also where funds are blocked and set aside for bids. Each account holds free cash and the blocked funds. The account has a collection of all BlockedFunds (aka the money that is tied up in each individual bid the Agent is involved in).

- BlockedFund – This object is specifically made for keeping track of funds that are blocked when they are in a winning position in a bid. The funds are pulled from the available balance of the account and are set aside specifically for whatever item is being bid on. G

- Agent Proxy – This is the proxy that the bank returns requested data to in place of the actual agent. All remote communication is handled through RMI.

- AuctionHouse Proxy – This is the proxy that the bank returns requested data to in place of the actual Auction house. Remote communication with the actual AuctionHouse occurs through RMI

Package Agent Descriptions

- Agent
- Gui

Package AuctionHouse Descriptions

- Auction
- AuctionHouse
- Storage

Package Helper

RMI communications – All remote communication was done through RMI.