

# Higher Layer Telecommunication Protocols – Elec6861

## Fall 2017

### Standard project: A Voice Enabled Auction System

#### 1. Introduction

The project consists of designing and implementing a voice enabled - auction system (AS). The high level description of the system to implement is given in Section 2 while the requirements are stated in Section 3.

#### 2. Auction System Protocol Description

The AS allows for the end-users to register. At registration time, end-users might select the option of being notified by voice when selected events happen (e.g. end-users registering /leaving, new items put on sale, items sold).

Only registered end-users are allowed to offer items for auction and bid. A registered end-user can advertise many items for sale at a time. Auctions for an item are open during a specified period of time after its advertising and the broadcasting of the information to all registered end-users.

An item is sold to the highest bid at the end of the specified period of time. For every item, the AS keeps informing the end-users about the current highest bid. An end-user can bid as many times as she/he wishes for an item on auction.

##### 2.1. Registering with the AS

An end-user has a unique Name. The AS has to keep this information. An end-user can always try to leave the Auction System. However, she/he can be denied deregistration if she/he is currently offering an item for auction or active in bidding for at least one item (currently leading with the highest bid for at least one item).

##### 2.2. Offering items for auction

Every registered end-user can offer items for sale.

##### 2.3 Bidding for items

An end-user can bid on any item being currently offered and can submit as many items as she/he wishes. To keep the end-users informed on every item, any change in the current highest bid is sent to all the registered end-users. When the bidding period is over, the AS informs the winning users. If there is more than one end-user with the highest bid, the first bid to reach the AS wins. The AS also informs the end-user who is selling the item about the winner. When an item has not attracted a single valid bid, the AS restarts the bidding process for another period of time. This can be repeated until an end-user makes a winning bid.

#### 3. Requirements

- Projects should be done in teams of 2.
- Each student should select and motivate the technologies she/he uses in the project.
- The expected output consists of:
  - A technical report (max: 10 pages).
  - A powerpoint presentation (5 minutes) to introduce your demo
  - A live demo