RegisterUI
<<boundary>>
RegisterUI

- register: Register

+ startInterface()
+ createAccount()

Register
<<control>>
Register

- registerUI: RegisterUI

+ addNewAccount()

JoinUI
<<boundary>>
JoinUI

- join: Join

+ startInterface()
+ signIn()

Join
<<control>>
Join

- joinUI: JoinUI
- member: Member

+ signIn()

LeaveUI
<<boundary>>
LeaveUI

- leave: Leave

+ startInterface()

Leave
<<control>>
Leave

- leaveUI: LeaveUI
- member: Member

EnrolledBikeUI
<<boundary>>
EnrolledBikeUI

- enrolledBike: EnrolledBike

+ startInterface()
+ createBike()

EnrolledBike
<<control>>
EnrolledBike

- enrolledBikeUI: EnrolledBikeUI
- bike: Bike

+ addNewBike()

RentBikeUI
<<boundary>>
RentBikeUI

- rentBike: RentBike

+ startInterface()
+ selectBike()

RentBike
<<control>>
RentBike

- rentBikeUI: RentBikeUI
- member: Member

+ rentBike()

CheckBikeInfoUI
<<boundary>>
CheckBikeInfoUI

- checkBikeInfo: CheckBikeInfo

+ startInterface()

CheckBikeInfo
<<control>>
CheckBikeInfo

- checkBikeInfoUI: CheckBikeInfoUI
- member: Member
- bike: Bike[*]

Member
<<entity>>
Member

- id: Long
- passWord: String
- phoneNum: String
- bikeList: Bike[*]

+ createMember()
+ logIn()
+ logOut()
+ assignBike()
+ getBikeList()

Bike
<<entity>>
Bike

- bikeID: Long
- bikeName: String

+ createBike()
+ findBike()
+ getBikeDetails()

Member 1 — Has ▶ — 0..* Bike