# Car Rental System Project Deliverable #4

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## a. The list of User Interfaces for each use case.

Use Case	User Interfaces	
Customer Association	Signup Screen	
Customer Account Creation	Signup Successful Screen	
Vehicle Search and Reservation	Home Screen	
	Vehicle Reservation Screen	
	Checkout Screen	
	Order Confirmed Screen	
Submit Feedback	Feedback Screen	
	Completed Feedback Screen	
Customer Reservation History Access	Profile Screen	
Customer Reservation History Access	Order History Screen	
Vehicle Pickup and Identity Verification	Fleet Verification Screen	
	Fleet Confirmed Screen	
Vehicle Peturn and Condition Logging	Same Fleet Verification and Fleet Confirmed	
Vehicle Return and Condition Logging	Screens	
Paparting and Analytics Congretion	Menu Screen	
Reporting and Analytics Generation	Expanded Menu Screen	

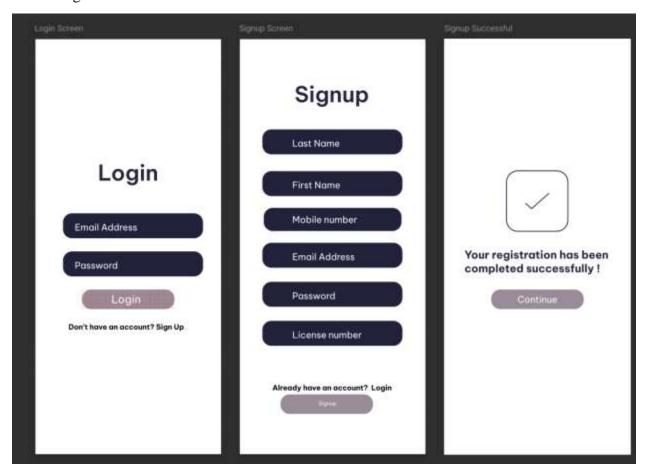
## b. The menu items in tabular format

Actor	Use Case	Subsystem
Customer	Customer account creation	User management
Customer	Vehicle search and reservation Vehicle management	
Customer	Submit feedback	Feedback management
Customer	Customer reservation history access	Reservation management
Customer Service Staff	Vehicle pickup and identity verification	Reservation management
Fleet Manger	Vehicle return and condition logging	Vehicle management
Admin	Reporting and analytics generation	Reporting and analytics

## c. Storyboard for each use case

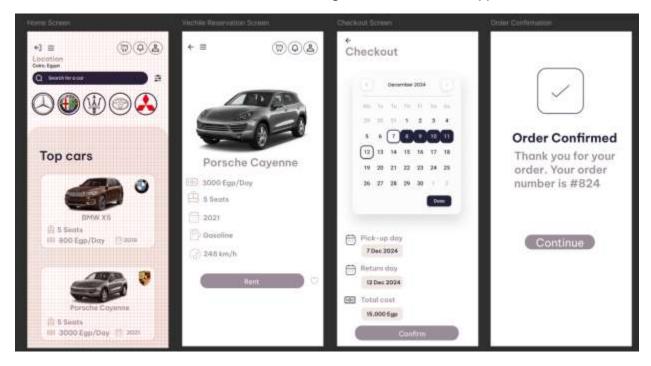
#### 1. Customer Account Creation

- 2. Signup Screen: The customer fills in their information (first name, last name, email, password, license number).
- 3. Submit Form: User clicks on the "Signup" button.
- 4. Signup Successful Screen: A success message appears confirming the account creation.
- 5. Login Screen: when the user press continue on "Signup successful" he navigates to the login screen



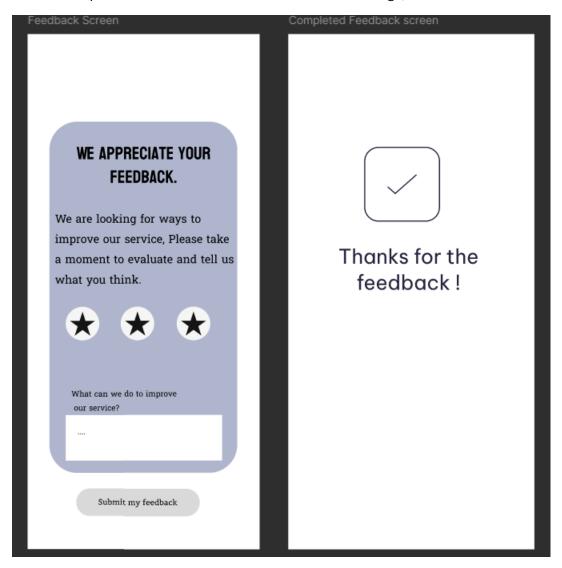
#### 2. Vehicle Search and Reservation

- 1. Home Screen: User views available cars and selects one.
- 2. Vehicle Reservation Screen: User reviews the selected car's details.
- 3. Checkout Screen: User selects pickup/return dates and confirms the total cost.
- 4. Order Confirmed Screen: A success message with order number appears.



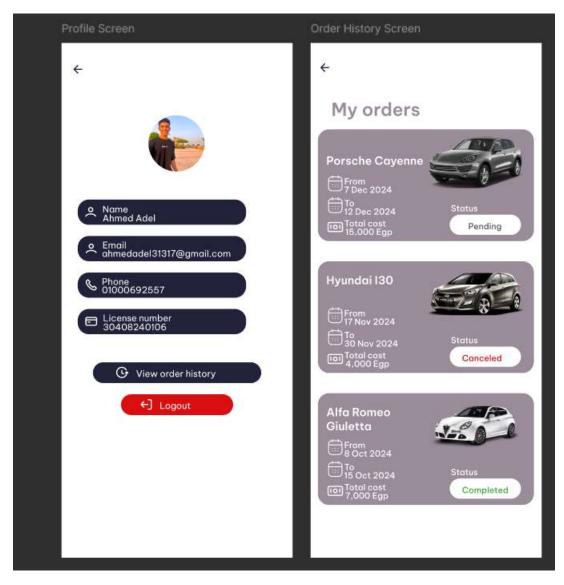
#### 3. Submit Feedback

- 1. Feedback Screen: User provides their feedback and selects a star rating.
- 2. Submit Form: User clicks "Submit Feedback."
- 3. Completed Feedback Screen: A confirmation message, "Thanks for the feedback!" appears.



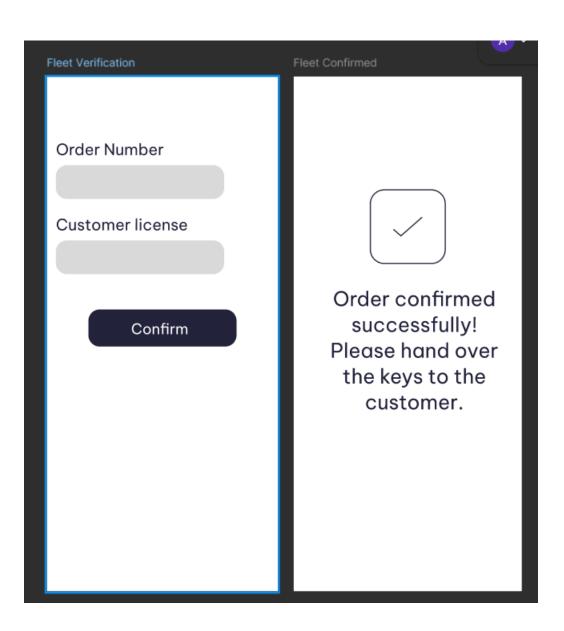
## 4. Customer Reservation History Access

- 1. Profile Screen: User clicks on "View Order History."
- 2. Order History Screen: A list of past reservations is displayed with statuses (e.g., pending, canceled).

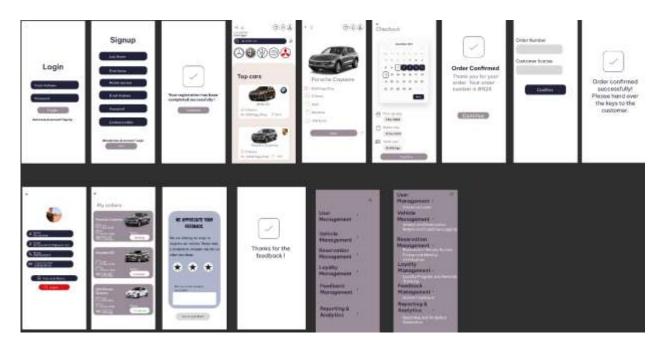


## 5. Vehicle Pickup and Identity Verification

- 1. Fleet Verification Screen: User enters order number and license details for verification.
- 2. Confirm: User clicks "Confirm."
- 3. Fleet Confirmed Screen: A success message appears instructing the fleet manager to give the car keys.



## d. Ui Designs



 $\label{limin} \begin{tabular}{ll} Figma link: $\underline{$https://www.figma.com/design/6GFtd04S1y5b22ZqZdXaai/Car-Rental-System?node-id=0-1&t=bMr2XzyAjwEJWVqo-1} \end{tabular}$ 

(Each screen's screenshot is attached in a separate file \*"UI Designs" file\*)

# Part 2:

## a. First cut

1-first cut

Step 1: identify classes

1-customer

2-feedback

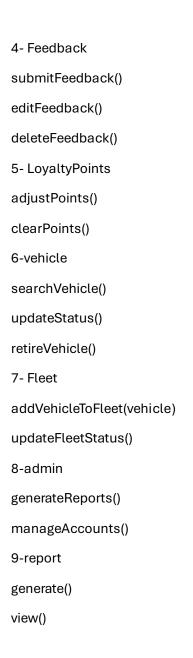
3-loyalty points

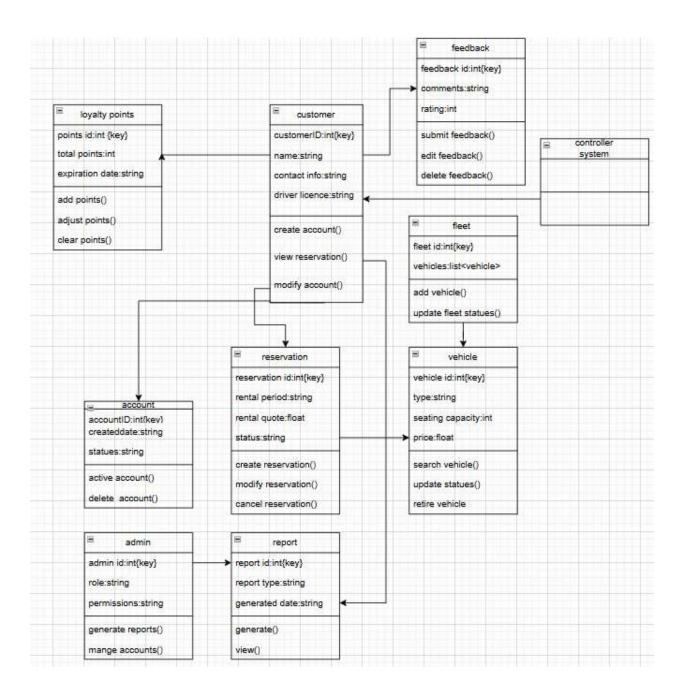
4-fleet

5-vehicle

6-reservation 7-report 8-admin 9-account Step 2: Determine Attributes and Data Types 1-customer customerID int (key) name string contactInfo string driverLicense string 2-reservation reservationID int (key) rentalPeriod string rentalQuote float status string 3-account accountID int (key) createdDate string status string 4-feedback feedbackID int (key) comments string rating int 5- loyalty points pointsID int (key) totalPoints int expirationDate string

6-vehicle vehicleID int (key) type string seatingCapacity int price float 7-fleet fleetID int (key) vehicles list<Vehicle> 8-admin adminID int (key) string role permissions string 9-report reportID int (key) reportType string generatedDate string Step 3: add methods 1-customer createAccount() viewReservation() modifyAccount() 2- Reservation createReservation() modifyReservation() cancelReservation() 3-account activeAccount() deleteAccount()





## b. Use cases classification

Use Case	Classification	Reasoning
Customer Account Creation	Simple	Single actor, straightforward data entry and confirmation process
Vehicle Search and Reservation	Moderate	Multiple steps (search, filter, select)
Vehicle Pickup and Identity Verification	Moderate	Involves identity verification, reservation check, and potential discrepancies
Vehicle Return and Condition Logging	Complex	Involves inspection, logging conditions, and updating maintenance records
Feedback Submission	Simple	Single actor, minimal steps
Loyalty Program and Rewards Tracking	Simple	Requires tracking points
Customer Reservation History Access	Simple	Straightforward retrieval of past reservations
Reporting and Analytics Generation	Complex	Involves data aggregation, report generation, and analysis for decision-making

# c. CRC

Customer		Feedback			
Create a new customer account Account		Submit feedback for a completed rental Customer			
View reservation history	Reservation	edit feedback if allowed			
Modify personal account details	rtosorvation	delete inappropriate feedback	Admin		
Make a vehicle reservation	Vehicle	link feedback to the customer rental history	Reservation		
Submit feedback for completed rentals	Feedback	link leedback to the customer restains by	Reservation		
	LoyaltyPoints				
Earn loyalty points based on rental activity	LoyaltyFoilts	J			
customer id		feedbackID			
name		conments	conments		
contact info		rating			
driver license					
Reservation		LoyaltyPoi	nte		
	10.		I The second sec		
View past reservations	Decentation				
View past reservations	Reservation	Track loyalty points for customer re			
Modify future reservations	Reservation	Update loyalty points after each re	ental Reservation		
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Modify future reservations	7.00 Test ( Part )	Update loyalty points after each re	ental Reservation points Admin		
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Modify future reservations  Cancel upcoming reservations	7.00 Test ( Part )	Update loyalty points after each re Apply rewards or discounts based or Clear points when the account is c	ental Reservation points Admin		
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