Note: This document serves as a high-level overview and may not cover all rules or key features. Its purpose is to offer additional clarity for you and your team. If you have any questions, please see your instructor.

Rentals

- Employees must be logged onto the system to access the Rentals subsystem.
- Only authenticated users within the Rental Role can access the subsystem.
- A customer record is mandatory before a rental is processed.
- Each equipment rental is independent of previous rentals.
- Coupons must be presented at the time of rental.
- Equipment rentals are based on full sets; no partial returns.
- If equipment has different rental periods, separate rental contracts are created.
- The smallest rental period is a half-day.
- Customers must be in good standing to rent equipment.

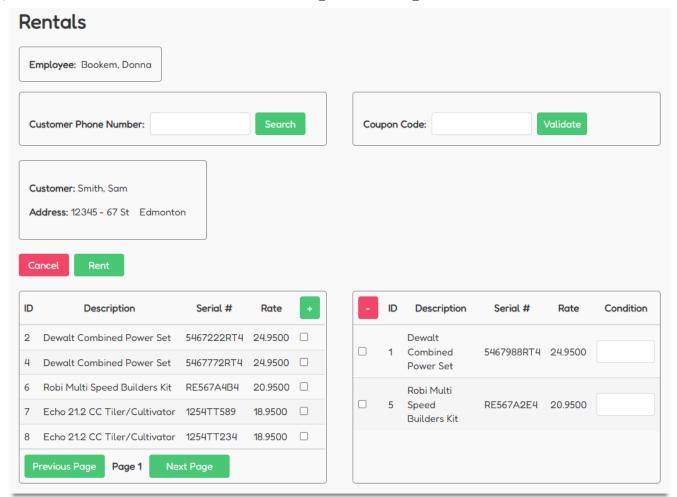
Renting

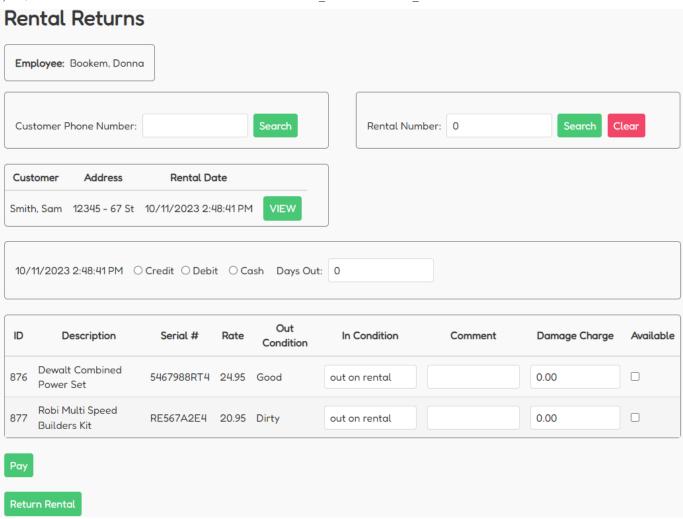
- A rental is processed as one bulk transaction.
- Rentals can include multiple pieces of equipment.
- Only available equipment can be added to a rental.
- Rental rate is charged daily.
- Default rental period is one day, but can be adjusted during return.
- Default payment type is credit card.
- Rental date for taking the equipment is the current date and time.

Returns

- Equipment is marked available only if returned in clean working order.
- Incoming condition of the equipment should be recorded.
- Payment types include 'Money', 'Credit', and 'Debit'.
- Discounts from coupons are applied to the rental pricing.
- Subtotals and taxes are calculated before applying the coupon discount.
- Rental return date is the current date and time.
- Rentals are updated in bulk, including relevant details and equipment status.

Images (Samples)





View Models Rental

```
public class CustomerView
{
    public int CustomerID { get; set; }
    public string LastName {get;set;}
    public string FirstName {get;set;}
    public string Address {get;set;}
}
```

```
public class AvailableEquipmentView
{
   public int RentalEquipmentID { get; set; }
   public string Description { get; set; }
   public string SerialNumber { get; set; }
```

```
public decimal DailyRate { get; set; }
public string Condition { get; set; }
}
```

```
public class RentalsView
{
    public int RentalID { get; set; }
    public int CustomerID { get; set; }
    public int EmployeeID { get; set; }
    public int CouponID { get; set; }
    public decimal SubTotal { get; set; }
    public DateTime RentalDateOut { get; set; }
    public DateTime RentalDateIn { get; set; }
    public string PaymentType { get; set; }
    public List<RentalDetailView> RentalDetails { get; set; }
}
```

```
public class RentalDetailView
{
    public int RentalDetailID { get; set; }
    public int RentalID { get; set; }
    public int RentalEquipmentID { get; set; }
    public decimal RentalDays { get; set; }
    public string OutCondition { get; set; }
    public string InCondition { get; set; }
    public decimal DamageRepairCost { get; set; }
    public string Comments { get; set; }
}
```

```
// Rental

public CustomerView GetCustomerByPhone(string phone)

public List<AvailableEquipmentView> GetEquipments()

public decimal GetCoupon(string coupon)

public RentalsView Rent(RentalsView rental)
```

csharp



```
// Return
public RentalsView GetRentalByRentalNumber(int rentalid)
public RentalsView GetRentalByPhone(string phone)
public RentalsView SelectRentalByCustomer(int rentalid)
public RentalsView Return(RentalsView rental)
```