MapsBoundary `<<boundary>>`

+ computeRoute();

Lift `<<entity>>`

- route;
- details;
- driver;

+ setRoute();
+ setDetails();
+ setDriver();

OfferBoundary `<<boundary>>`

+ showHome();
+ offerLift();

OfferController `<<control>>`

+ createLift();
+ controlRole();
+ controlOfferedLifts();
+ offerLift();

StudentCar `<<entity>>`

- carInfo;
- offeredLifts;
- role;
- userID;

+ getRole();
+setRole();
+ getOfferedLifts();
+ setCarInfo();
+getUserID();

-driver