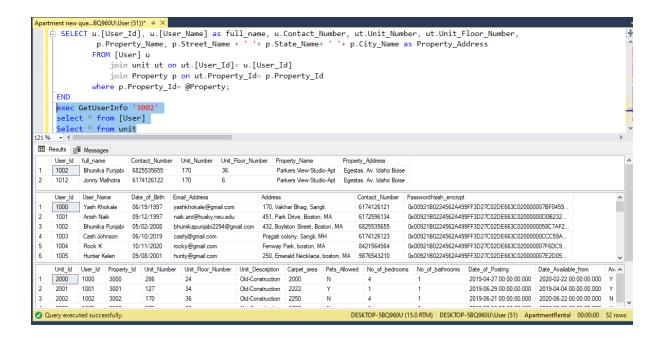
STORED PROCEDURES:

1) Stored Procedure to get user info who has rented the property



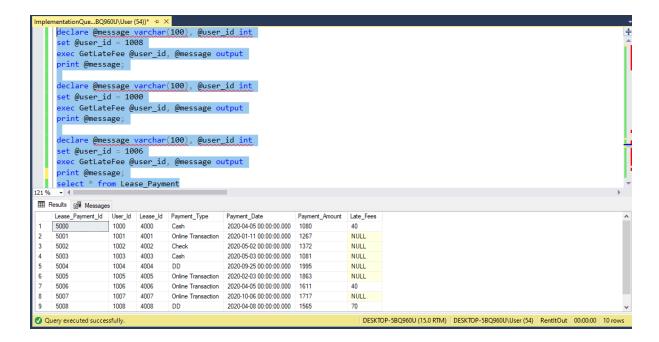
2) Stored Procedure to retrieve lateFee of user if any

```
Apartment new que...BQ960U\User (51))*   →  ×
                    and datepart(day, lp. Payment_Date) <@lastRentDay
                 UPDATE Lease_Payment set Late_Fees = 0 where Lease_Id= @leaseId;
                SET @message = 'No Late Fees Charged, Updated late fee as 0
          END;
          FLSE IF EXISTS (
          SELECT 1 from Lease Payment lp where lp.Lease Id= @leaseId
               and datepart(day, lp.Payment_Date)>@lastRentDay)
                UPDATE Lease_Payment set Late_Fees = @lateFees where Lease_Id = @leaseId;
SET @message ='Late_Fees is Updated'
          END;
     END
     declare @message varchar(100), @user id int
set @user_id = 1008
       xec GetLateFee @user_id, @message output
     print @message;
select * from Lease_Payment
121 %

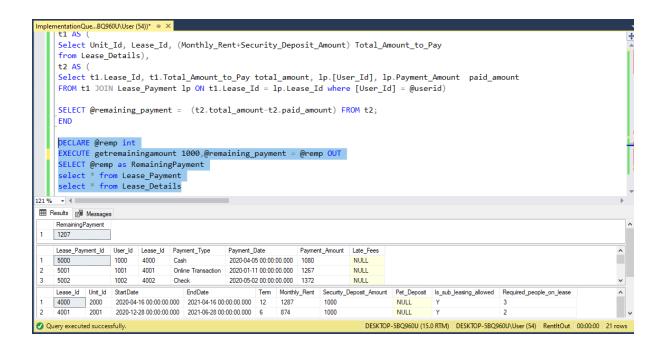
    Messages

   (1 row affected)
   Completion time: 2020-04-07T20:54:33.7127759-04:00
                                                                                       DESKTOP-5BQ960U (15.0 RTM) | DESKTOP-5BQ960U\User (51) | ApartmentRental | 00:00:00 | 0 row
```

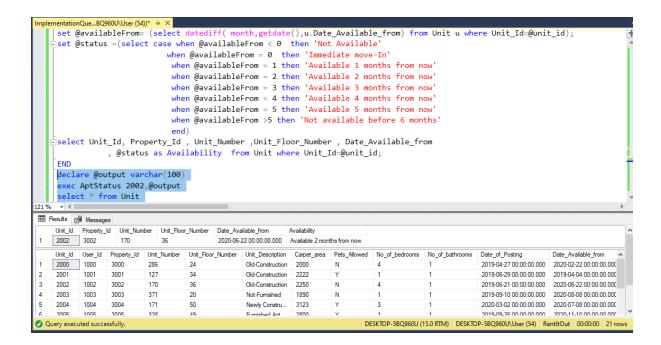
Output-late Fee value updated in the Table



3) Stored Procedure to Check Pending Payment of user(rentier)

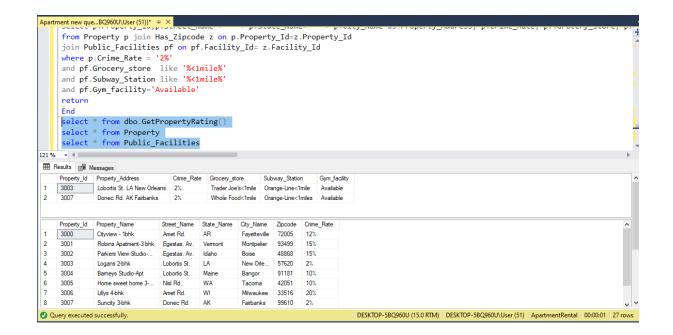


4) Stored Procedure to Check Availability Status of a Property Unit



FUNCTIONS:

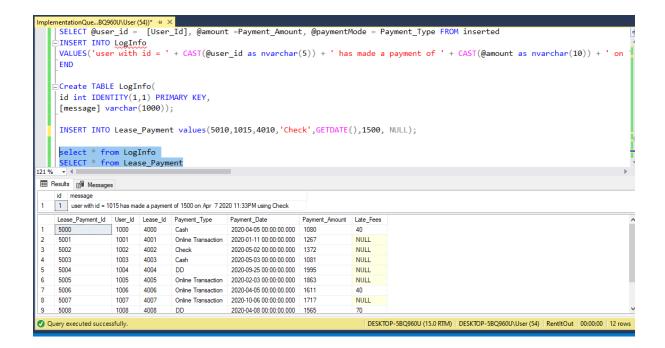
1) Function to retrieve best property in terms of crime rate and facilities available



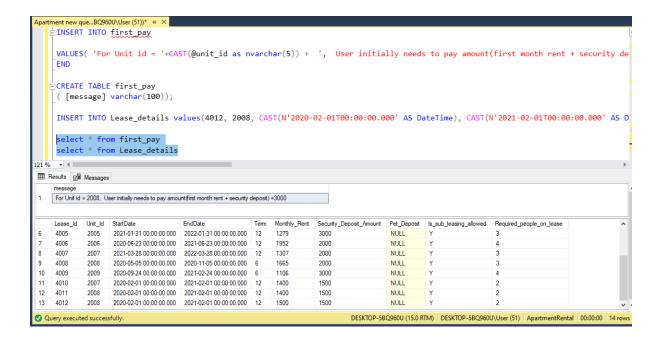
2) Function to retrieve Property Details-

Triggers

1) Trigger to track payment made by User(tenant)

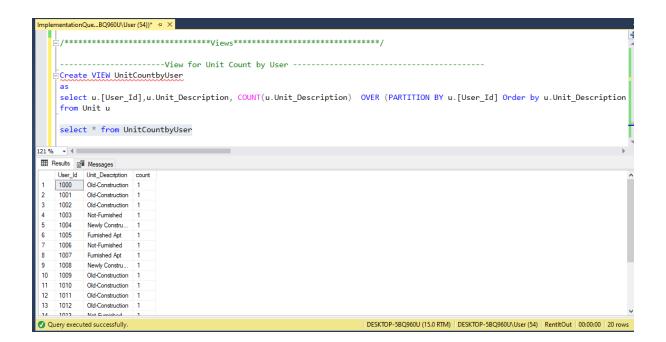


2) Trigger to generate first payment(monthlyrent +securitydeposit) required by the user for each unit

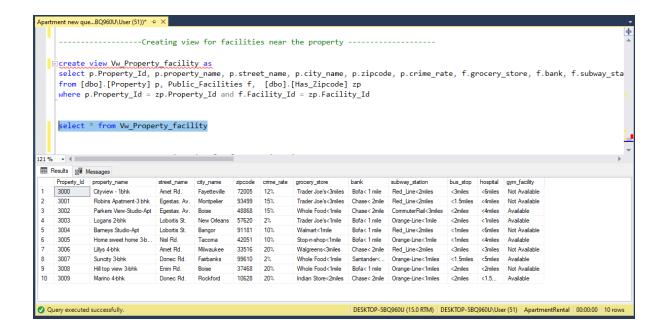


Views -

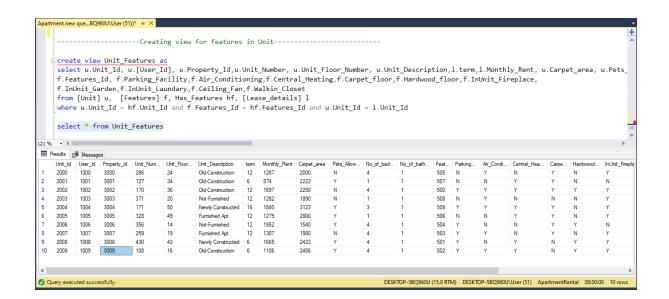
1) View for Unit Count by User



2) View showing Facilities Available near the Property



View showing Unit Features



Computed Data Encryption

Column Data Encryption on User's Password

