

3. Identify the use cases for the software. Draw the **UML use-case diagram **and include supporting use-case descriptions. At-least 3 scenarios must be identified.
 - Get receipt
 - Display services
 - Show customer information

4. Identify the objects and their respective classes. Draw the **UML class diagrams **and include supporting descriptions to explain the relationships. At-least 4 classes and respective relationships must be identified.

Use case diagram

- Triggers etc

UML class diagrams

- (data type)(setters and getters)

- Customer (first name, last name, cell phone number, gender ,
DOB,)
- Services (type , price,
- Vehicle
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5. For all the identified classes create **Python classes** with the constructor, attributes, and appropriate setter/getter methods. Each class must include at-least 5 attributes. Create objects of all the identified classes and use the object's functions to populate and display the details.