**INFO 6350 Spring 2019**

**Assignment # 4**

Develop a Command Line Swift Program for a Movie Rental Application. The program needs the following input data:

**Customer**

* Customer Name
* Customer Age
* Customer Email
* Customer Address

[Please note the customer should have a unique id]

**Movies**

* Movie Name
* Year of Release
* Type of Movie
* Quantity of available Movies Rentals

[Please note the movie should have a unique id]

**Bookings**

* Customer
* Movie
* Quantity
* Date of Booking
* Date of Return

[Please note the movie should have a booking id]

**The program should do the following:**

**Customer**

* Add Customer Details
* Update Customer Details
* Delete Customer Details
* Display all Customer

**Movies**

* Add Movies
* Update Movie Details
* View all Movies

**Bookings**

* Create a Movies Booking for specific customer
* Update Movie Bookings
* Delete Movie Bookings
* View all Movies Booking

1. Please provide all necessary validations. (email, phone, etc.)
2. While creating a booking keep in mind the available quantity of movies

Note: The purpose of this assignment is to practice Swift constructs (classes, instances, properties etc). The evaluation of your solution will take this in consideration.

Note2: You can create an extension to the String type to add a method to read from standard input ( i.e. console). You can use the Swift standard library function: readLine() to read a string.