GROUP 09

BICYCLE RENTAL SYSTEM

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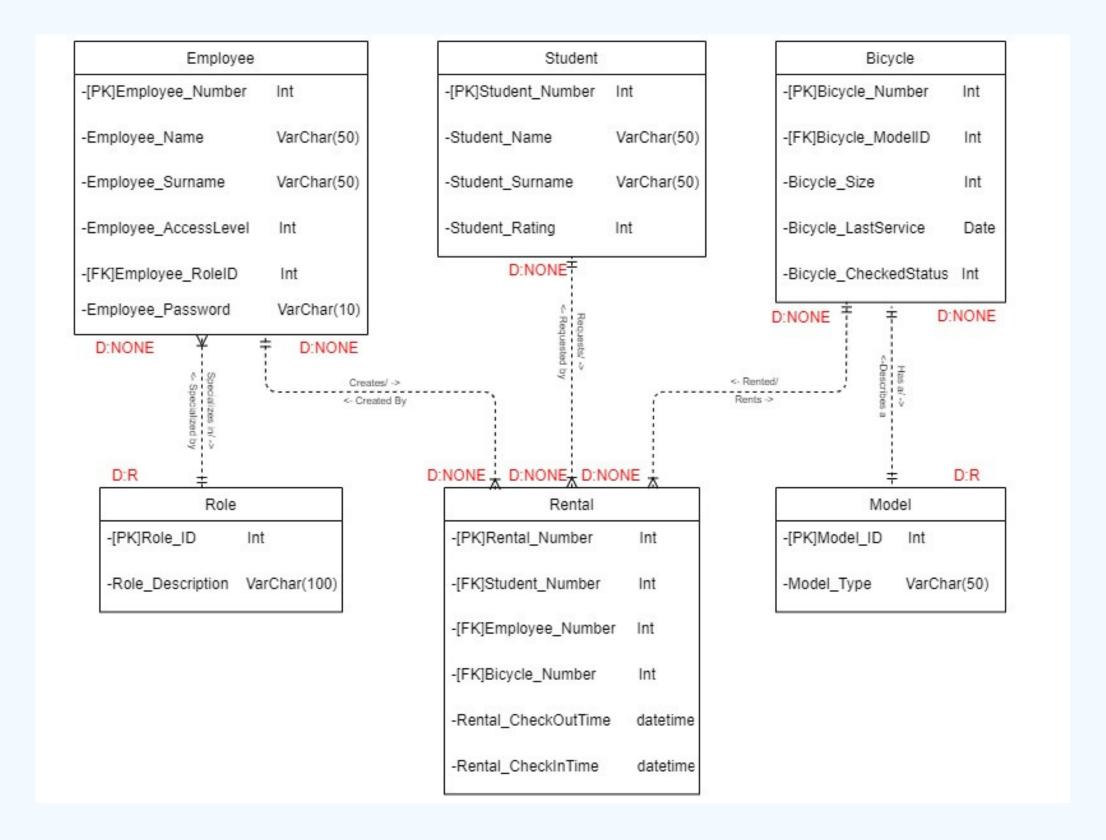
Example Code

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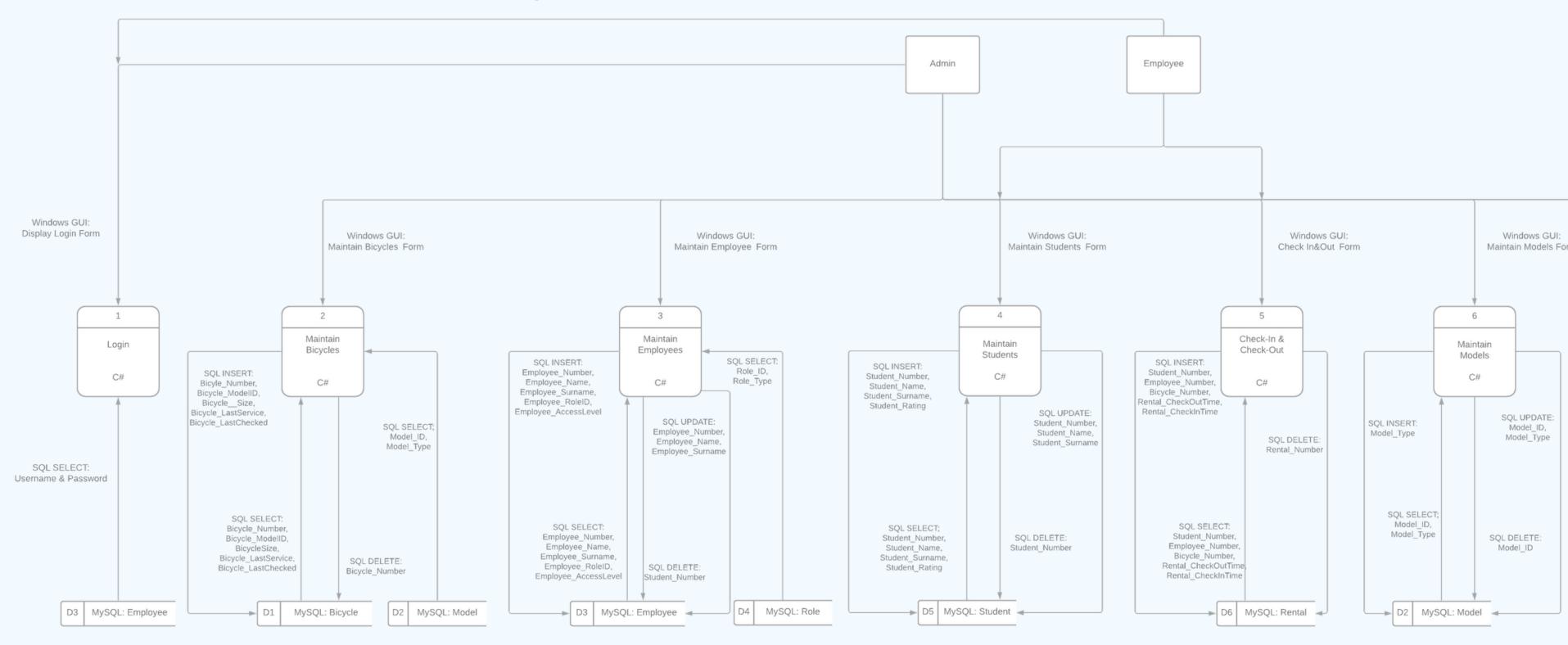
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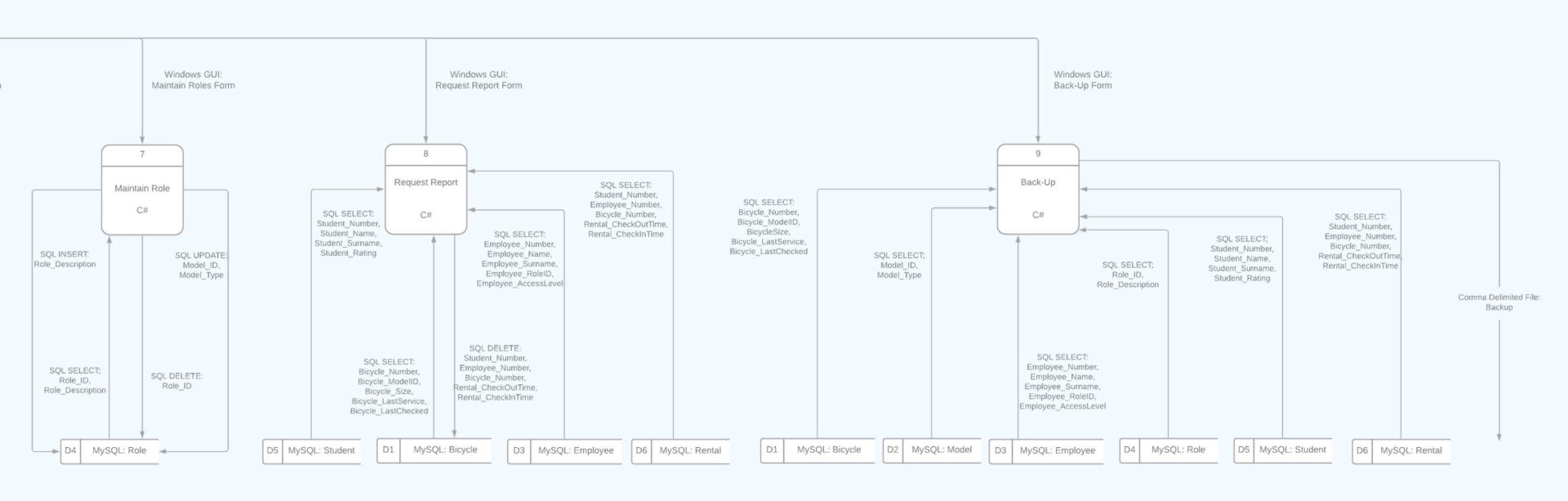
Physical Data Model



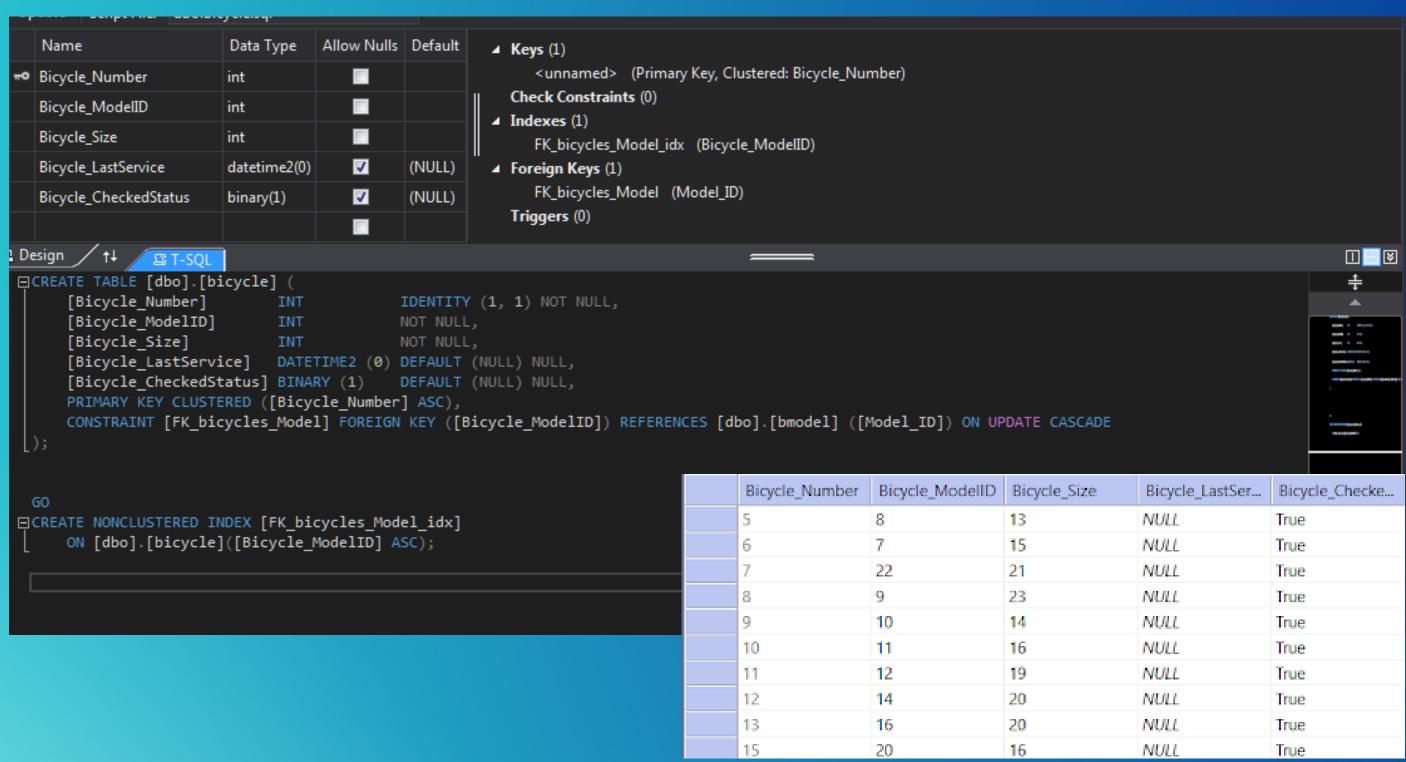
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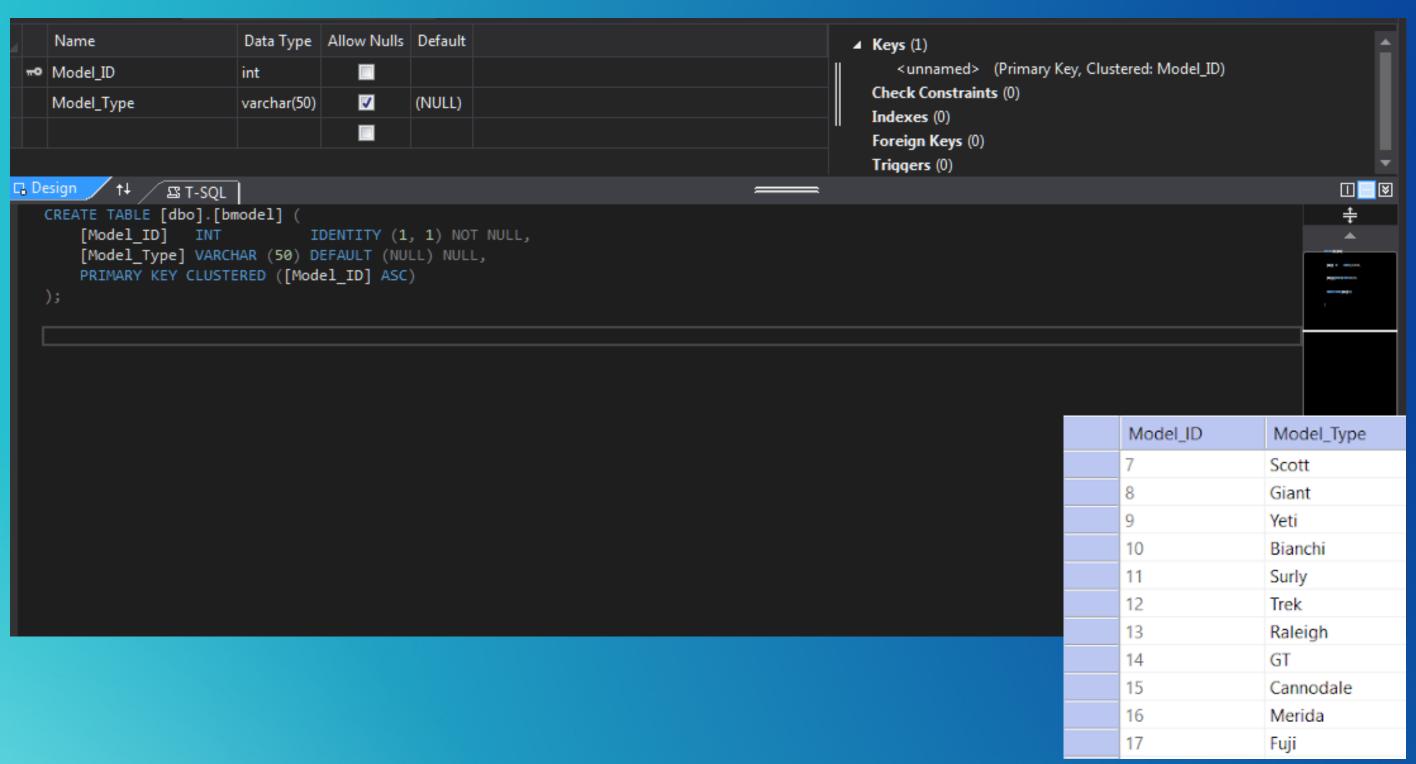
Physical Process Model Cont



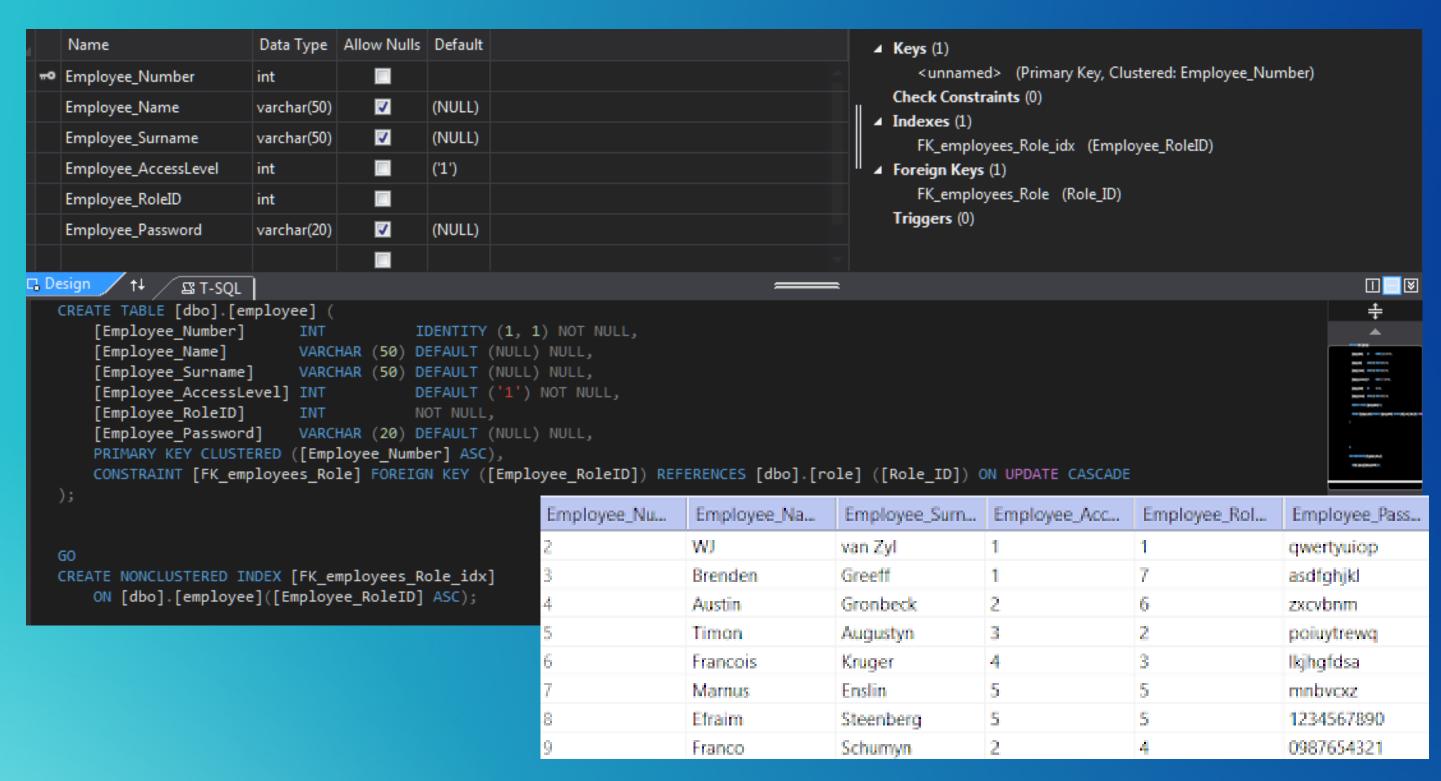
1)EMPLOYEE TABLE



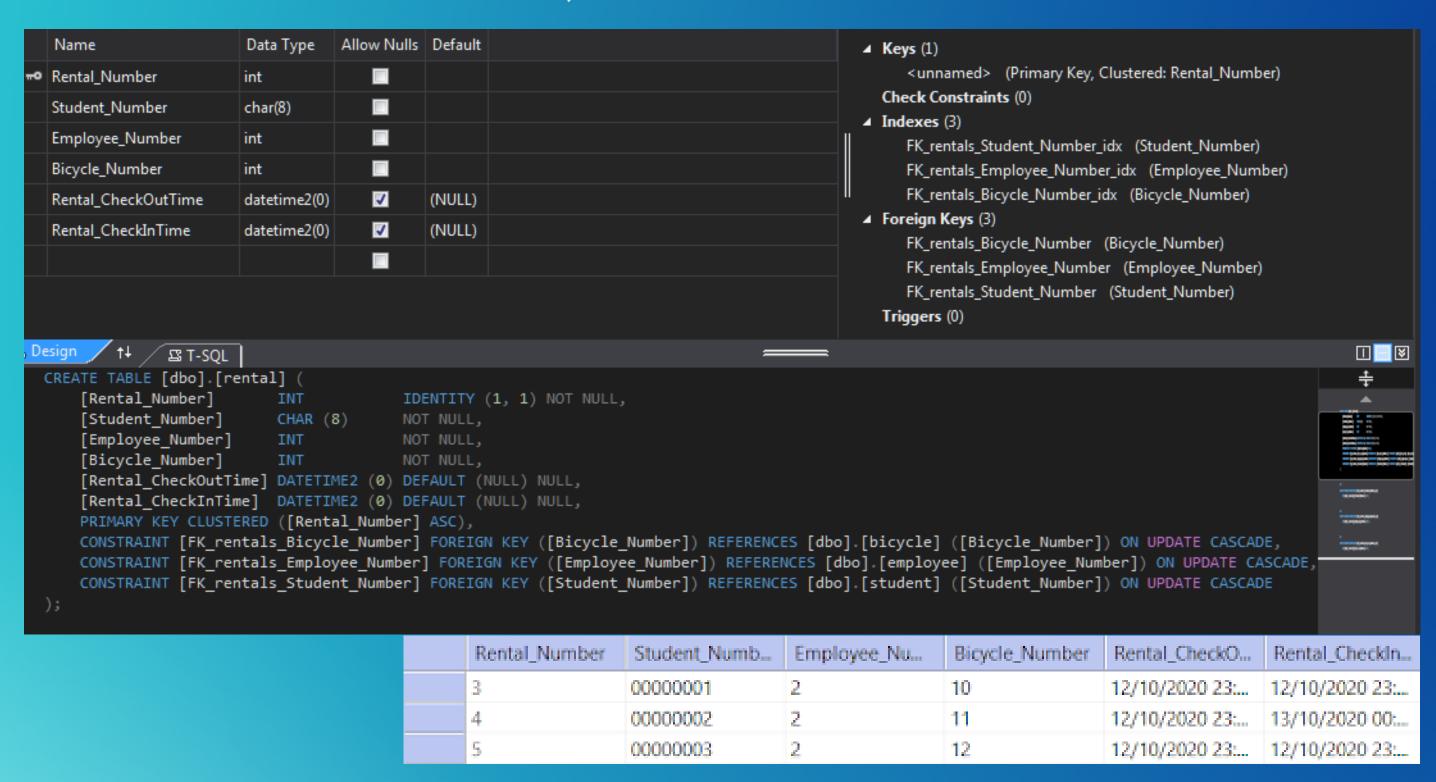
2)MODEL TABLE



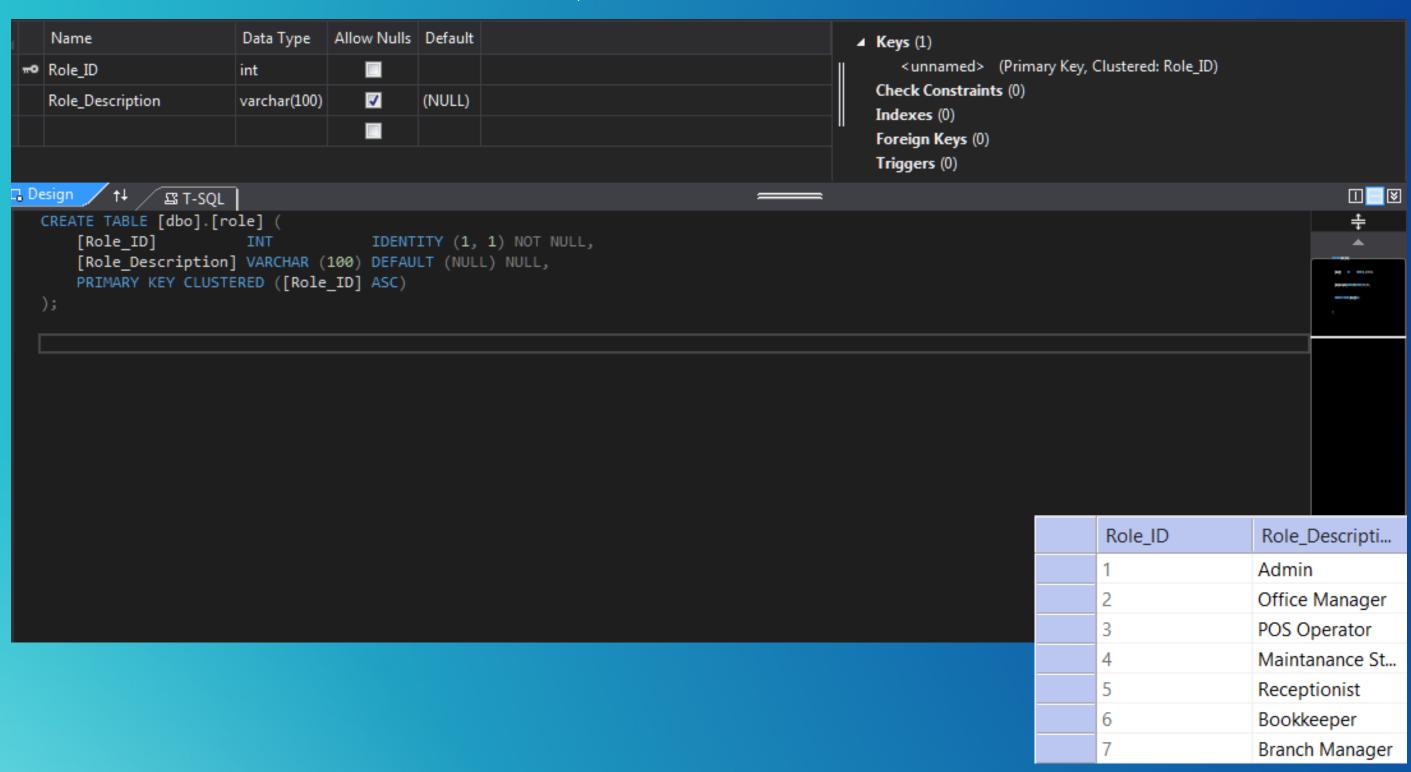
3)EMPLOYEE TABLE



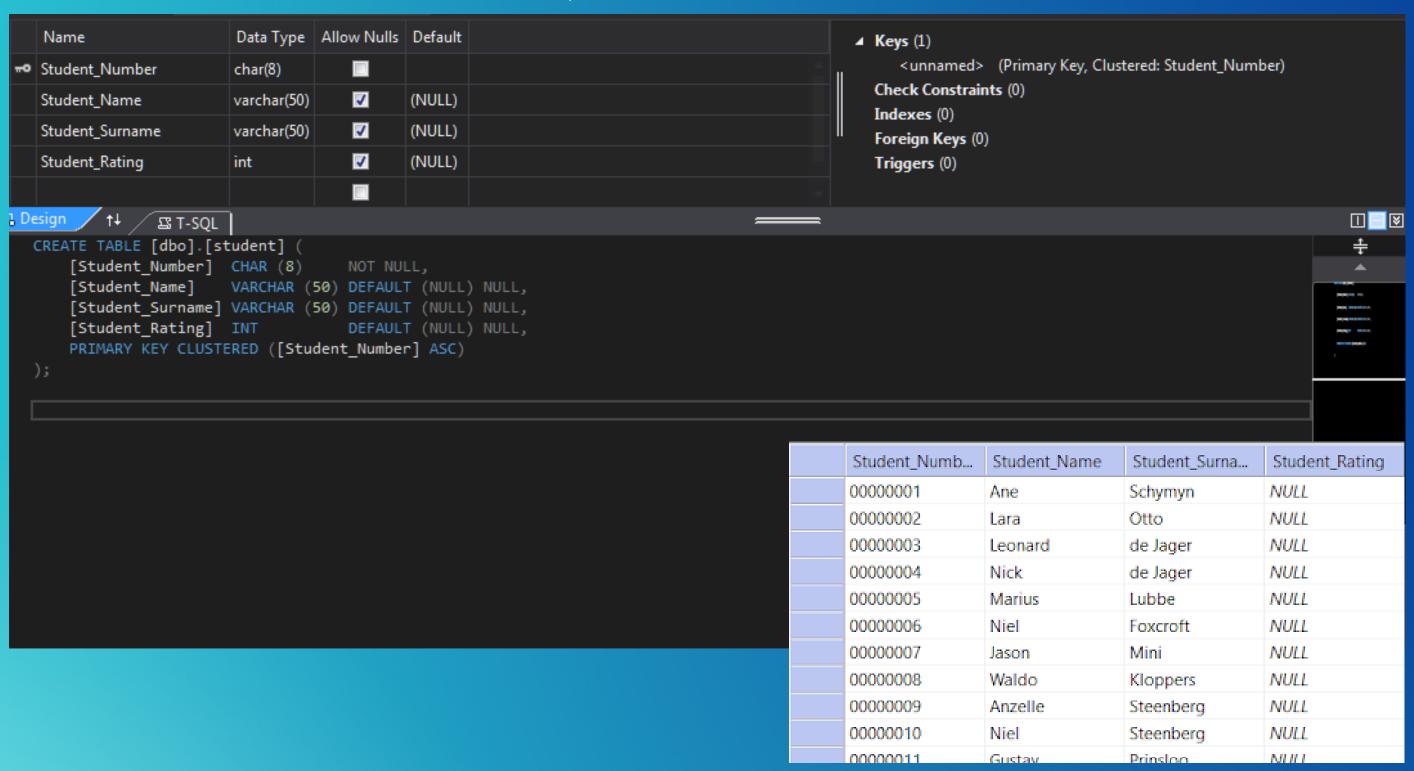
4) RENTAL TABLE



5)ROLE TABLE



6)STUDENT TABLE



Example Code

Add and Edit Bicycle

```
□using Bicycle_Rental_System.Database;
 using System;
 using System.Collections.Generic;
  using System.ComponentModel;
  using System.Data;
  using System.Drawing;
 using System.Linq;
  using System.Text;
 using System.Threading.Tasks;
using System.Windows.Forms;
mamespace Bicycle_Rental_System.GUI.MaintainBicycles
     public partial class AddBicycleForm : Form
         private MainForm main;
         private List<int> models = new List<int>();
         public AddBicycleForm(MainForm main)
             InitializeComponent();
             this.main = main;
             loadModels();
         private void loadModels()
             comboBox Model.Items.Clear();
             models.Clear();
             foreach (bmodel m in main.databaseEntities.bmodels)
                 comboBox_Model.Items.Add(m.Model_Type);
                 models.Add(m.Model_ID);
             if(comboBox Model.Items.Count > 0)
                 comboBox_Model.SelectedIndex = 0;
         private void button_Add_Click(object sender, EventArgs e)
             bicycle b = new bicycle();
             b.Bicycle_ModelID = models[comboBox_Model.SelectedIndex];
             b.Bicycle_Size = (int)numericUpDown_Size.Value;
             b.Bicycle_CheckedStatus = false;
             main.databaseEntities.bicycles.Add(b);
             main.databaseEntities.SaveChanges();
             this.Close();
```

```
■namespace Bicycle Rental System.GUI.MaintainBicycles
      4 references
      public partial class ChangeBicycleForm : Form
          private MainForm main;
          private bicycle bic;
          private List<int> models = new List<int>();
          1 reference
          public ChangeBicycleForm(MainForm main, bicycle bic)
              InitializeComponent();
              this.main = main;
              this.bic - bic;
              label_Number.Text = bic.Bicycle_Number.ToString();
              numericUpDown Size.Value = bic.Bicycle Size;
              loadModels():
          private void loadModels()
              comboBox_Model.Items.Clear();
              models.Clear();
              foreach (bmodel m in main.databaseEntities.bmodels)
                  comboBox Model.Items.Add(m.Model Type);
                  models.Add(m.Model ID);
                  if (m.Model ID == bic.Bicycle ModelID)
                      comboBox_Model.SelectedIndex = models.Count - 1;
          private void button Change Click(object sender, EventArgs e)
              bic.Bicycle_ModelID = models[comboBox_Model.SelectedIndex];
              bic.Bicycle_Size = (int)numericUpDown_Size.Value;
              main.databaseEntities.SaveChanges();
              this.Close();
```

Example Code

Add and Edit Roles

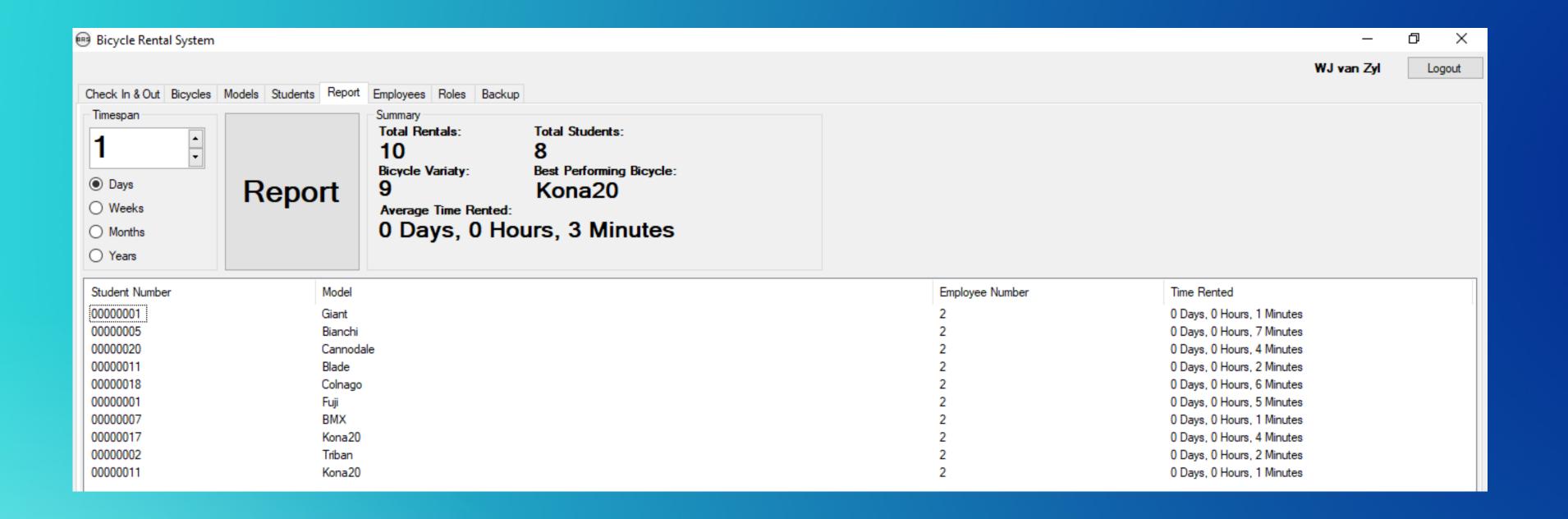
```
□namespace Bicycle_Rental_System.GUI.MaintainRoles
      4 references
     public partial class ChangeRoleForm : Form
         private MainForm main;
         private role rol;
         1 reference
         public ChangeRoleForm(MainForm main, role rol)
             InitializeComponent();
              this.main = main;
             this.rol = rol;
             label_RoleID.Text = rol.Role_ID.ToString();
              textBox_RoleDescription.Text = rol.Role_Description;
         private void button_Change_Click(object sender, EventArgs e)
              rol.Role_Description = textBox_RoleDescription.Text;
             main.databaseEntities.SaveChanges();
              this.Close();
```

Example Code

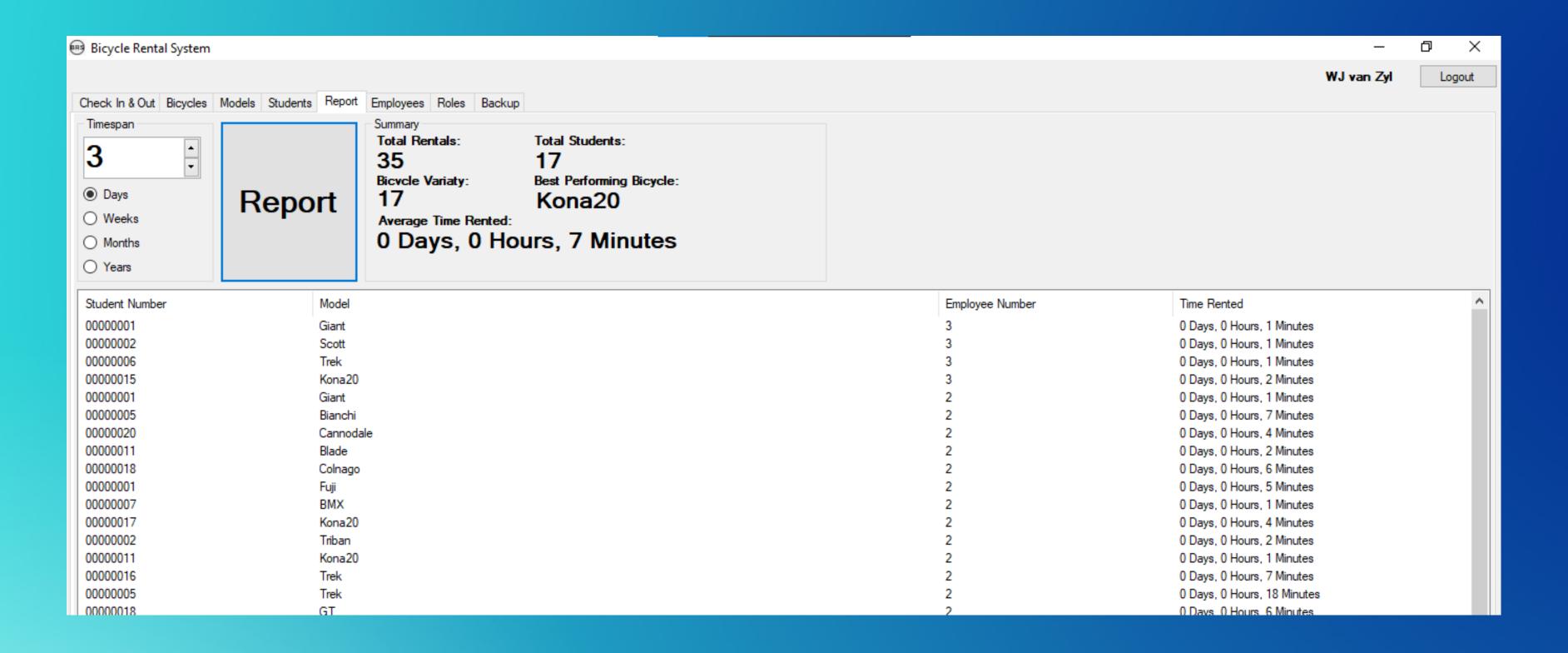
Login

```
⊟namespace Bicycle_Rental_System.GUI
     4 references
     public partial class LoginControl : UserControl
         private MainForm main;
         public LoginControl(MainForm main)
             InitializeComponent();
             label_Info.Text = "";
             this.main = main;
             main.AcceptButton = button_Login;
         private void button_Login_Click(object sender, EventArgs e)
             login();
         1 reference
         private void login()
             String employee_number = textBox_EmployeeNumber.Text;
             String password = textBox_Password.Text;
             label_Info.Text = "";
             employee emp;
             if (employee_number == "")
                 label_Info.Text = "Please enter a employee number!";
             else if (password -- "")
                 label_Info.Text = "Please enter a password!";
             else if ((emp = main.databaseEntities.employees.Find(Int32.Parse(employee_number))) == null)
                 label_Info.Text = "Employee Number does not exist!";
             else if (emp.Employee_Password !- password)
                 label_Info.Text = "Incorrect password!";
             else
                 main.login(emp);
```

REPORTS

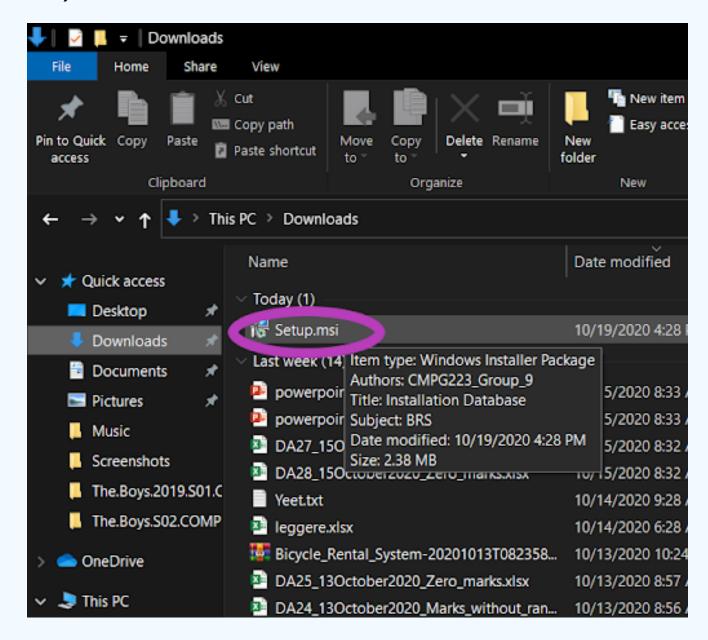


REPORTS CONT

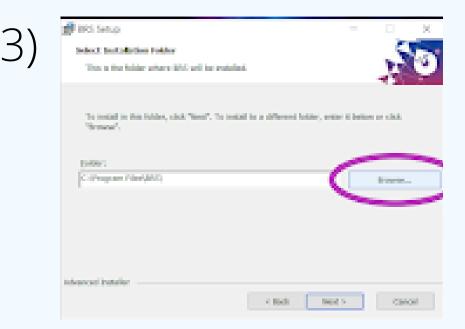


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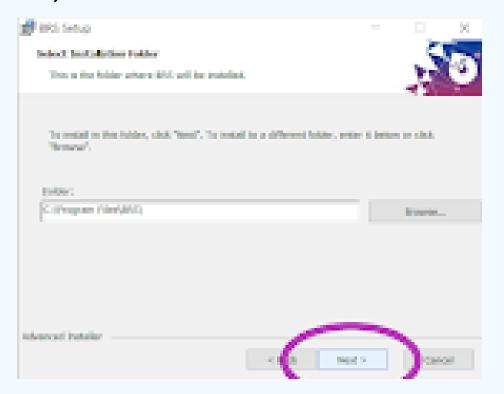




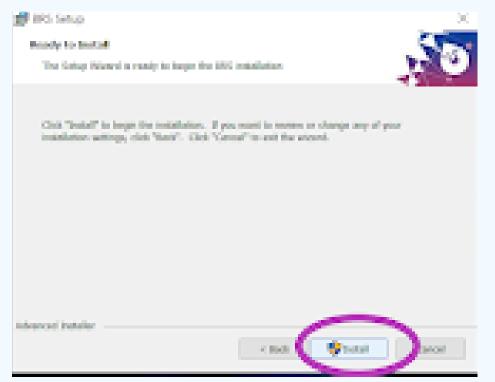


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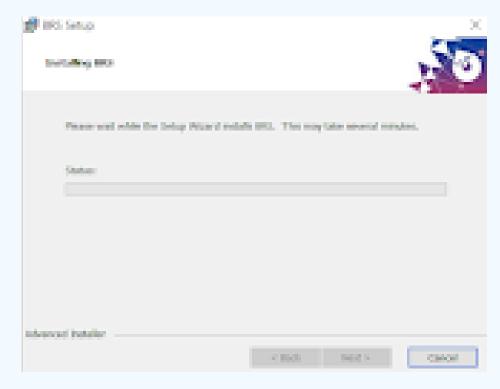
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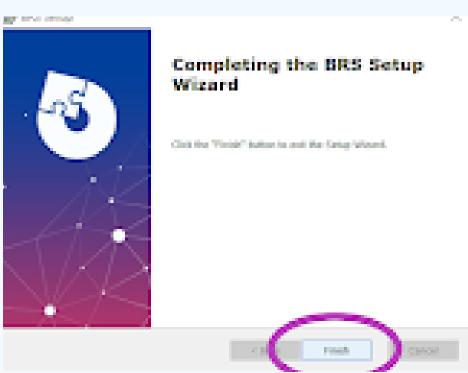




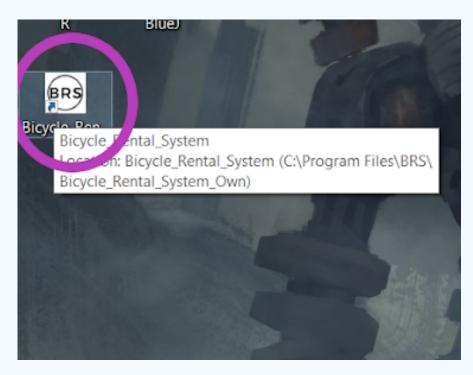


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7)



8)



SYSTEM DEMONSTRATION

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