# OP JAVA – Project

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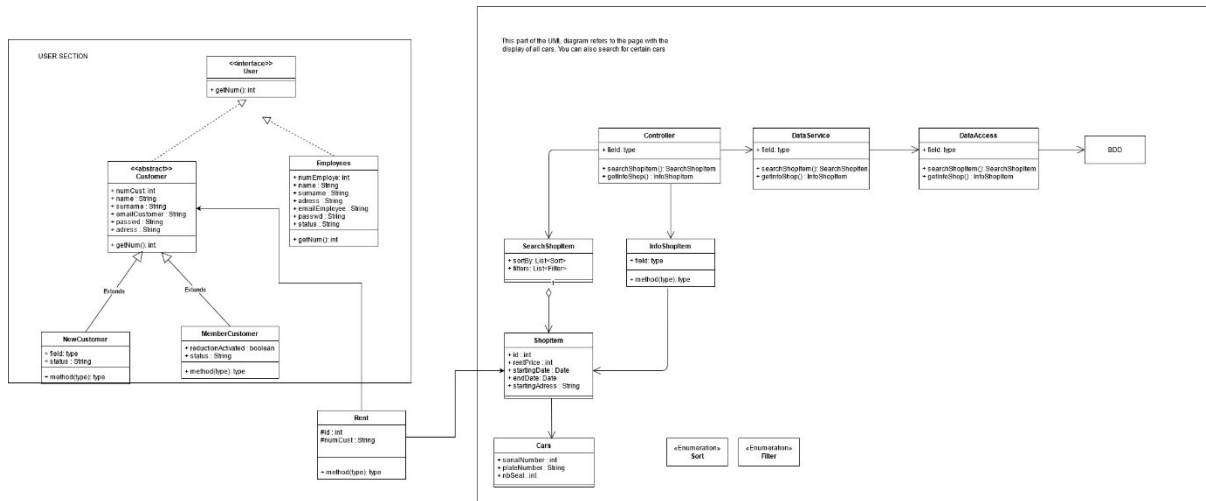
## UML and Wireframe

- UML



*Figure 1 : Global vision of the UML Diagramm*
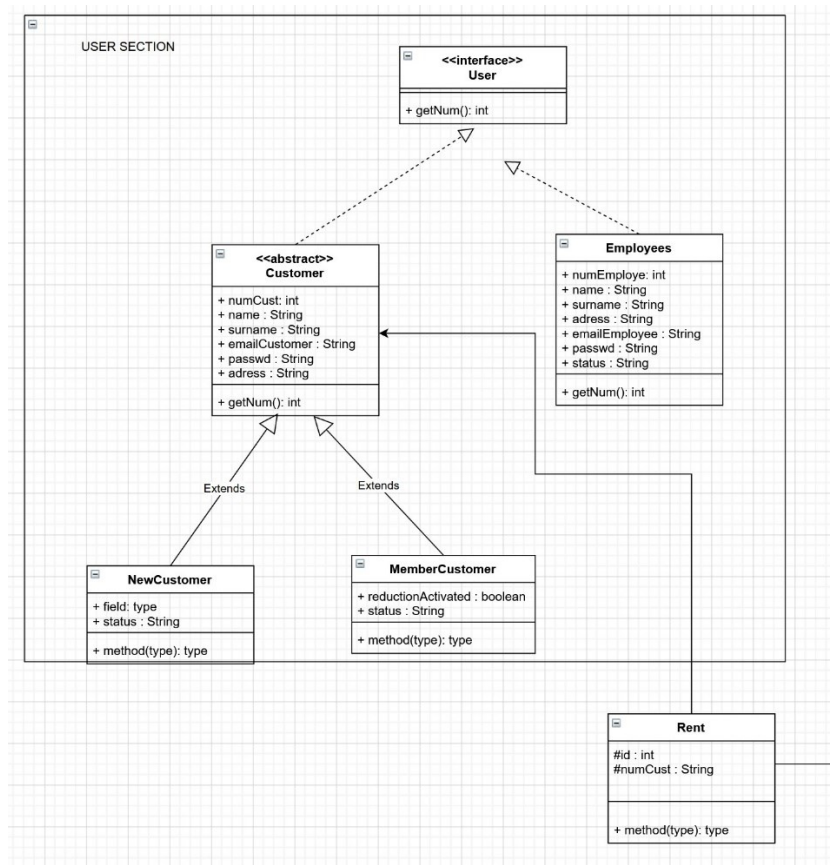


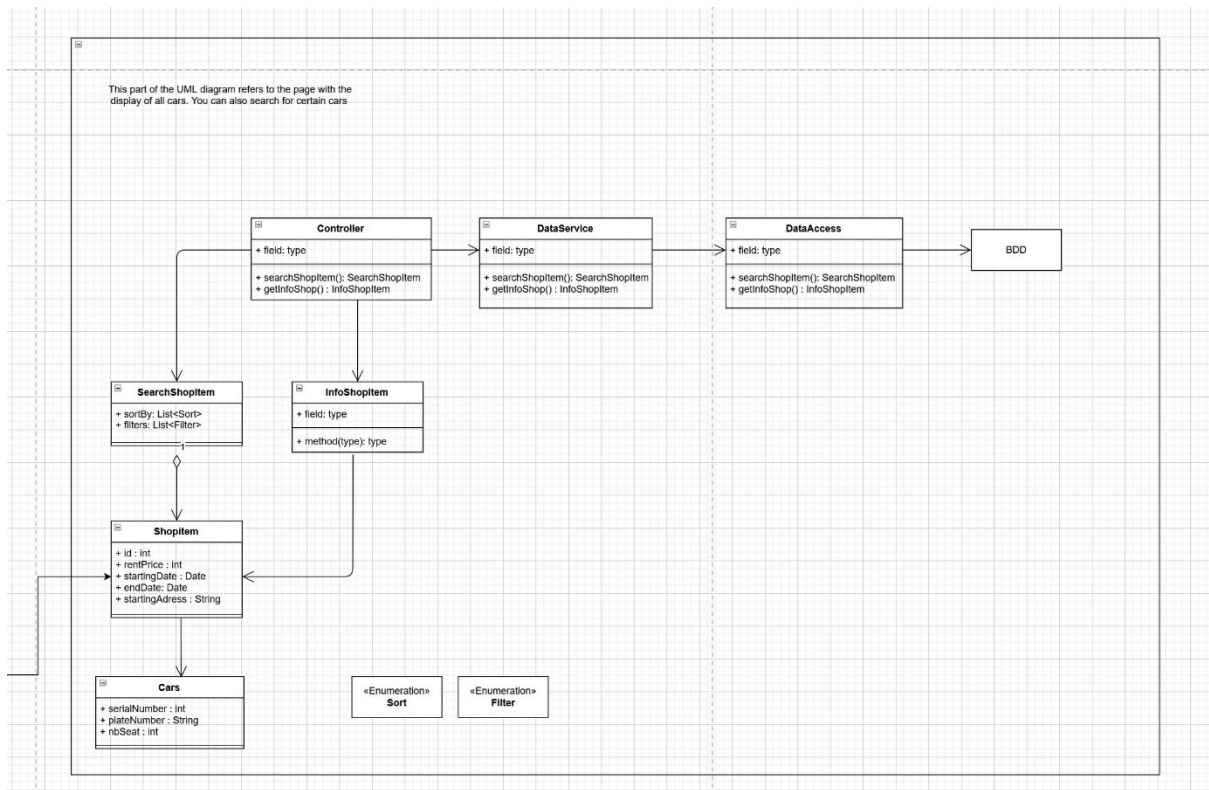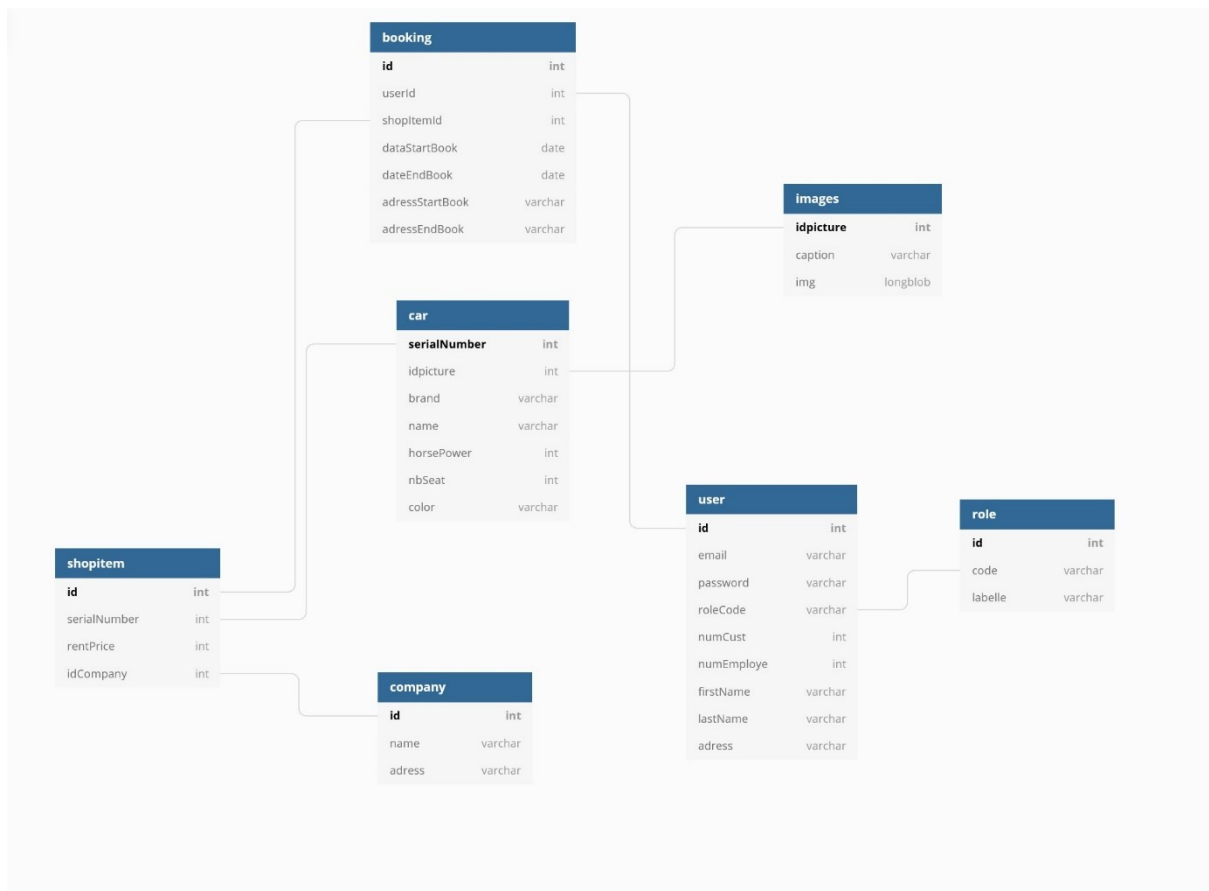*Figure 2 : 1st zoomed picture of the UML Diagramm*

*Figure 3 : 2nd zoomed picture of the UML Diagramm*

- Database Diagram

## - Wireframe

Explication :

First, you arrive on Rent a Car, simplest interface. You already have what u search : car rent.
You can enter the location of pick up, location of end and the date of start and end of the rent to find what car is available.



*Figure 4 : Wireframe 1 of the application*

When you click on the head (up left), you will be going on the connection page. You have two choices :
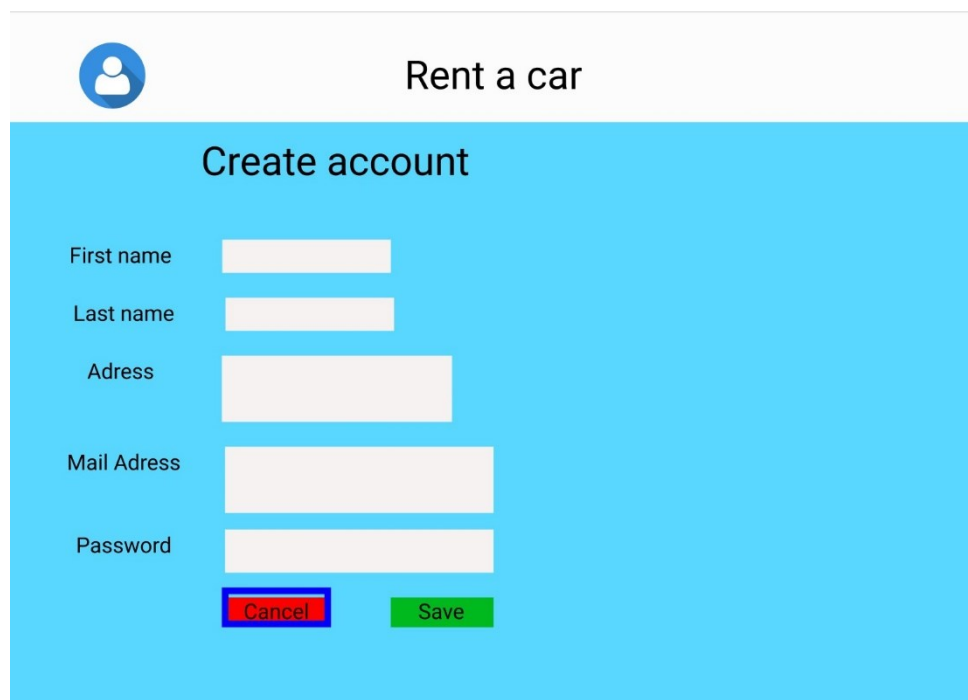- you did not have an account and you can create one by enter all the required information.

- You have one and you can enter mail address and password.

*Figure 5 : Wireframe 2 of the application*

For the creation account, you just have to enter all the information required and submit.



*Figure 6 : Wireframe 3 of the application*

On the account page, you'll find all your information and your status. Your status changed if you're a novice or someone who rent a lot of cars. Different discounts can be made according to the fidelity of the customers.

*Figure 7 : Wireframe 4 of the application*

When you enter the information for the car, several cars will appear with short information. For the one you are interested in, click on "Rent" (see

Figure 4 : Wireframe 1 of the application)

This page will bring you on a page with more details on the car, the period who you want to rent it and the price for the period. You can continue if you're ok by clicking on "Rent".
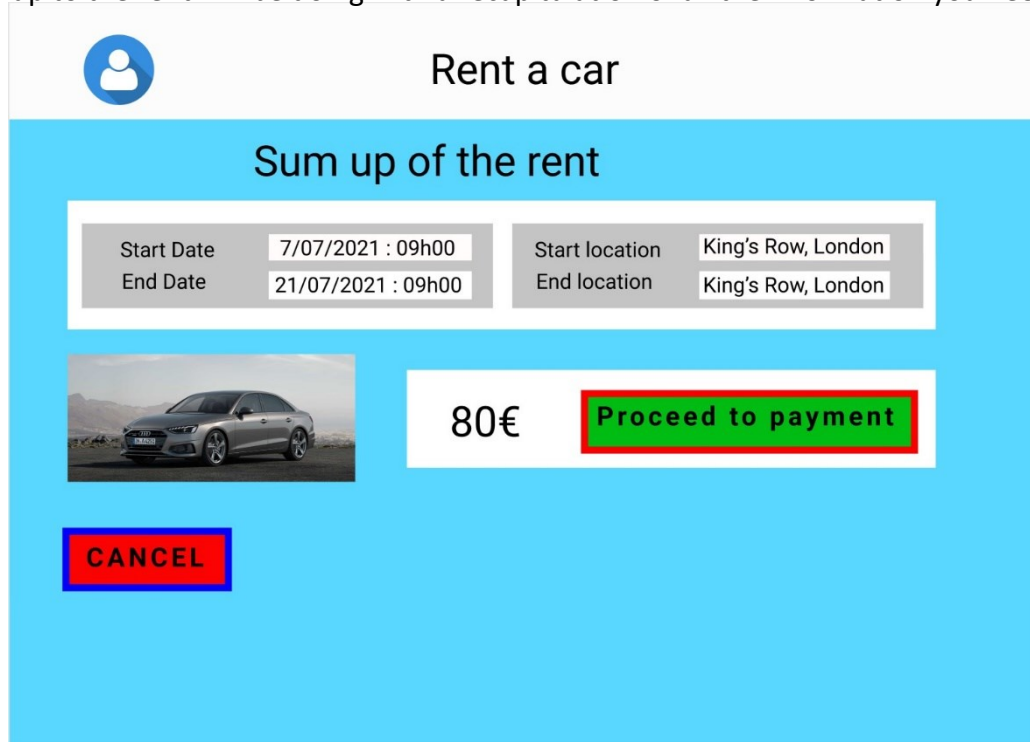
*Figure 8 : Wireframe 5 of the application*
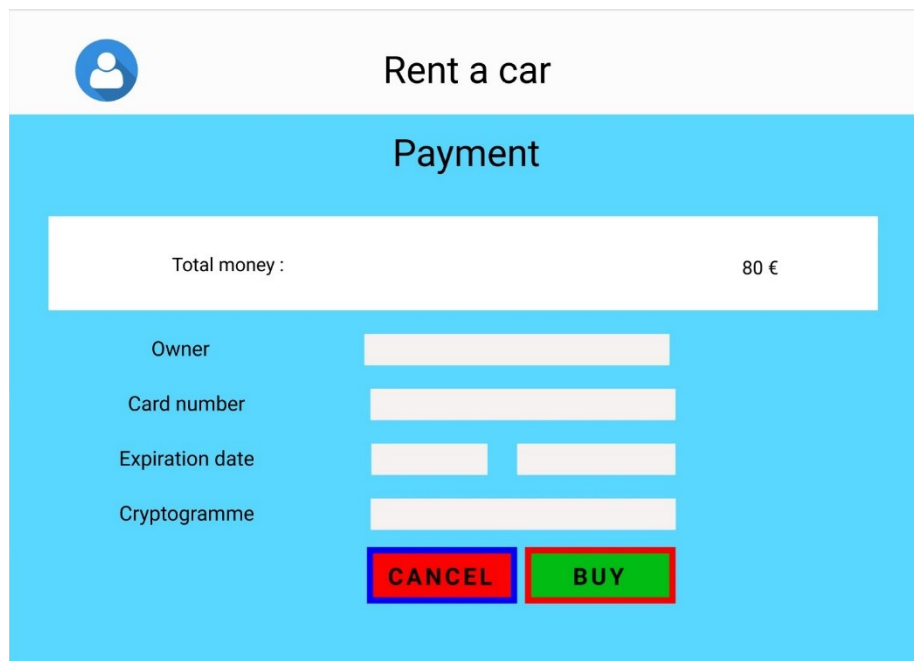
A sum up to the rent will be doing with a recapitulation of all the information you need.



*Figure 9 : Wireframe 6 of the application*

After that, you can proceed to the payment. Only card is accepted.



*Figure 10 : Wireframe 7 of the application*