<<controll>> <<body><<body> <<controll>> SignInUI UserController BikeController userSignIn() makeNewBike() startInterface() requestRentBike() InputUserInformation() userLogin() userLogOut() requestRentalBikeList() <<entity>> <<body>
<
bounday>> <<entity>> BikeList UserList LogOutUI bikeList userList startInterface() logOut() addNewBike() addNewUser() checkUser() setRentBike() getRentalBikeList() <<body>
<
bounday>> RentalBikeUl 1 1 startInterface() has selectAndRentBike() has ▼ ▼ 0..* 0..* <<entity>> <<entity>> Bike User bikeID userID 0..1 bikeProductName userPassword isOccupied phoneNumber occupied by ▶ occupyingUser isLogIn isAdmin setRent() checkRental() setLogIn() setLogOut()

<<bod><
LogInUI

startInterface() inputUserIDandPassword()

<
kounday>>
RegisterBikeUI

startInterface()
inputBikeInformation()

<
bounday>>
BikeRentalStatusUI

startInterface() getRentalBikeList()