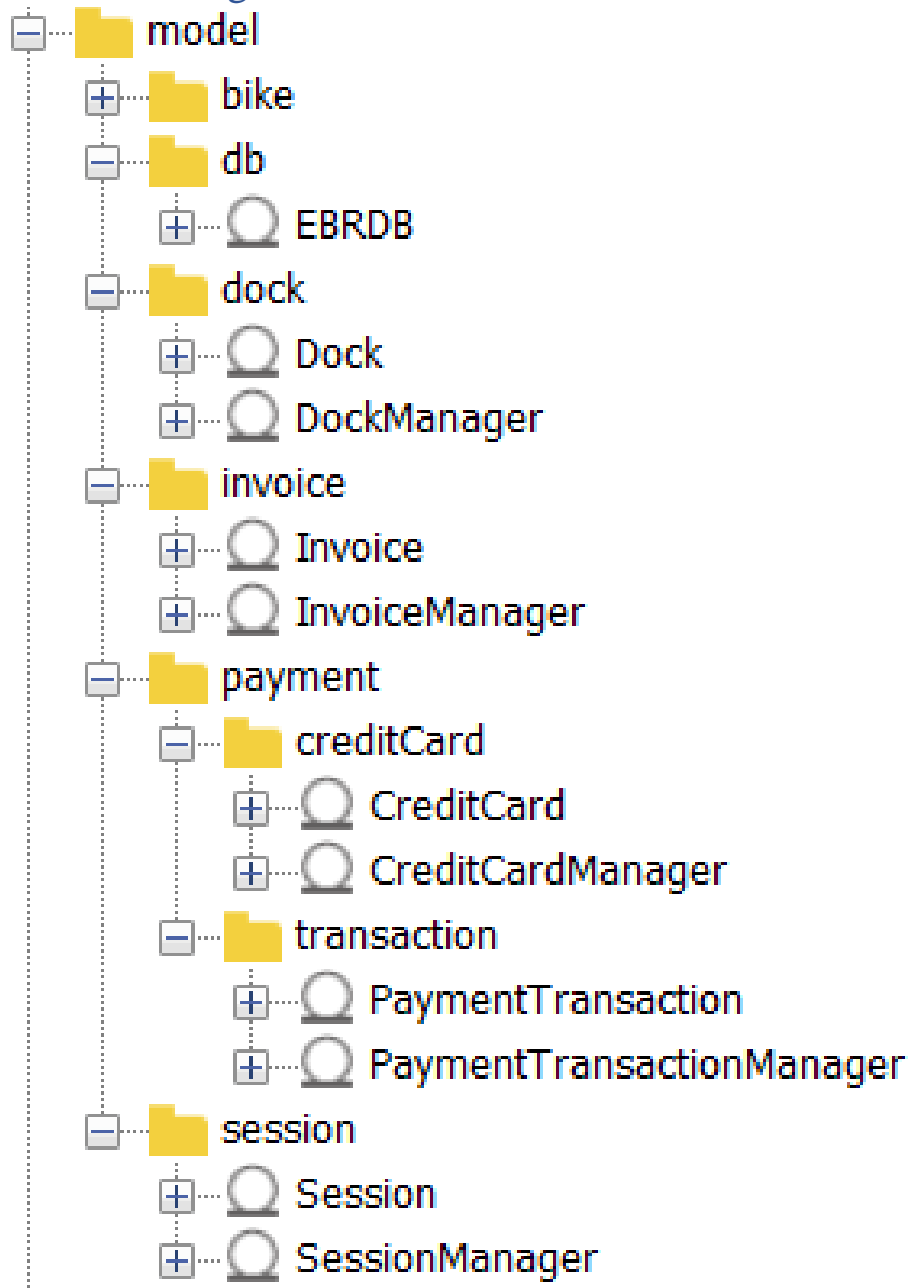
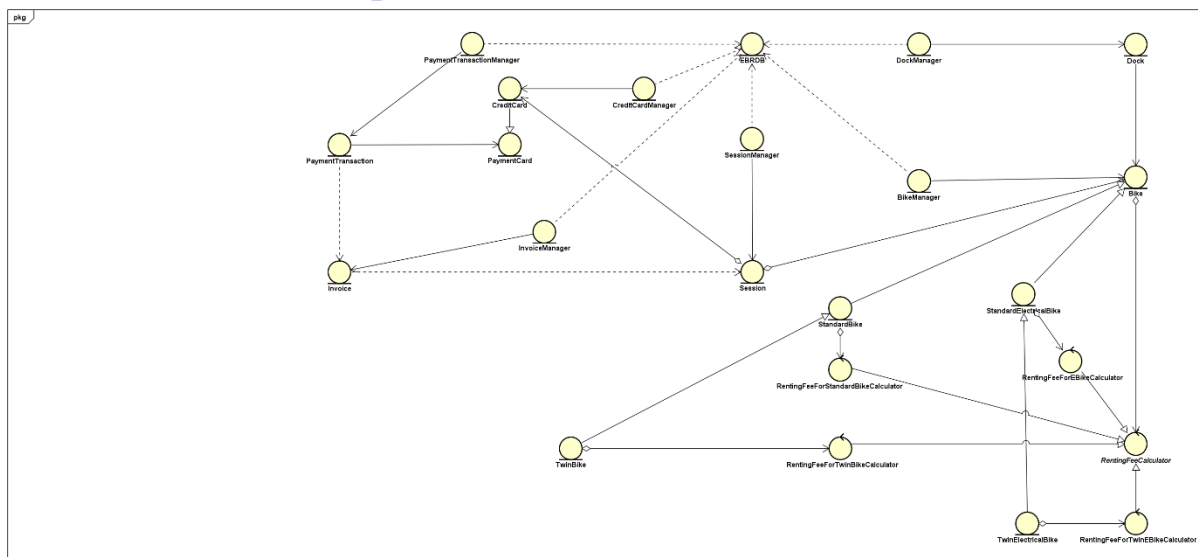


# Class Design - Model

## 1. Create Initial Design Classes

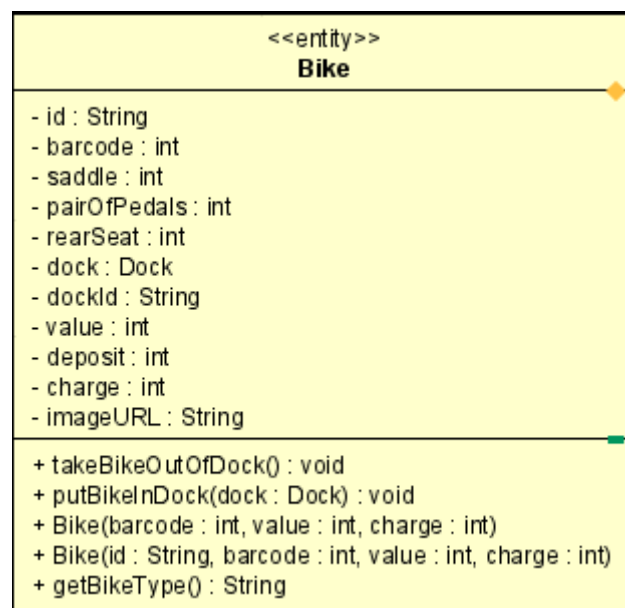


## 2. Define Relationships Between Classes



## 3. Class Design

### 3.1. Class “Bike”



### Attribute

#	Name	Data type	Default value	Description
1	id	String	NULL	Bike id
2	barcode	int	NULL	barcode
3	saddle	int	NULL	saddle
4	pairOfPedals	int	NULL	Pair of pedals
5	rearSeat	int	NULL	Number of rear seats
6	dock	Dock	NULL	dock
7	dockId	String	NULL	Dock id
8	value	int	NULL	value
9	doposit	int	NULL	deposit
10	charge	int	NULL	charge

11	imageUrl	String	NULL	Image URL
----	----------	--------	------	-----------

## Operation

#	Name	Return type	Description
1	takeBikeOutOfDock	void	Take bike out of dock
2	putBikeInDock	void	Put bike to a dock
3	getBikeType	String	Get bike type

## Parameter:

- putBikeInDock
  - dock - Dock

## Exception:

None

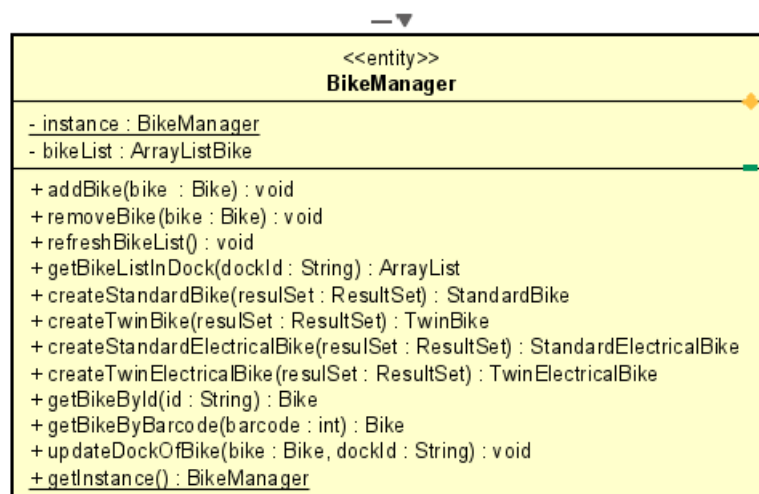
## Method

None

## State

None

## 3.2. Class “BikeManager”



## Attribute

#	Name	Data type	Default value	Description
1	instance	BikeManager	NULL	Bike instance
2	bikeList	ArrayList	NULL	Bike list

## Operation

#	Name	Return type	Description
1	addBike	void	Add bike
2	removeBike	void	Remove bike
3	refreshBikeList	void	Refresh bike list
4	getBikeListInDock	ArrayList	Get bike list in dock
5	createStandardBike	StandardBike	Create standard bike
6	createTwinBike	TwinBike	Create twin bike
7	createStandardEBike	StandardEBike	Create standard e bike
8	createTwinEBike	TwinEBike	Create twin e bike
9	getBikeById	Bike	Get bike by id
10	getBikeByBarcode	Bike	Get bike by barcode
11	updateDockOfBike	void	Update dock
12	getInstance	BikeManager	Get bike instance

## Parameter:

- addBike
  - bike - Bike
- getBikeListInDock
  - dockId - String
- createStandardBike
  - resultSet - ResultSet
- createTwinBike
  - resultSet - ResultSet
- createTwinEBike
  - resultSet - ResultSet
- getBikeById
  - id – String
- getBikeByBarcode
  - barcode - int
- updateDockOfBike
  - dockId – String
  - bike - Bike

## Exception:

None

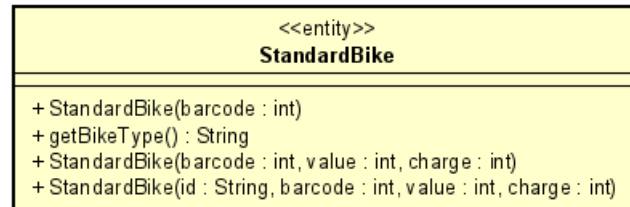
## Method

None

## State

None

### 3.3. Class “StandardBike”



## Attribute

None

## Operation

#	Name	Return type	Description
1	getBikeType	String	Get bike type

## Parameter:

None

## Exception:

None

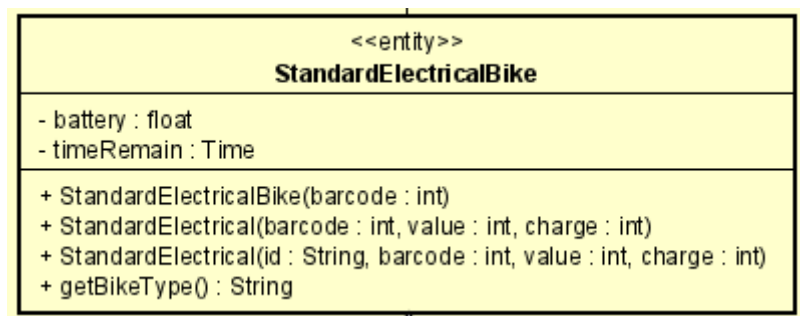
## Method

None

## State

None

### 3.4. Class “StandardElectricalBike”



## Attribute

#	Name	Data type	Default value	Description
---	------	-----------	---------------	-------------

1	battery	float	100.0	battery remained
2	timeRemain	Time	NULL	usage time base on battery and bike

### Operation

#	Name	Return type	Description
1	getBikeType	String	Get bike type

### Parameter:

None

### Exception:

None

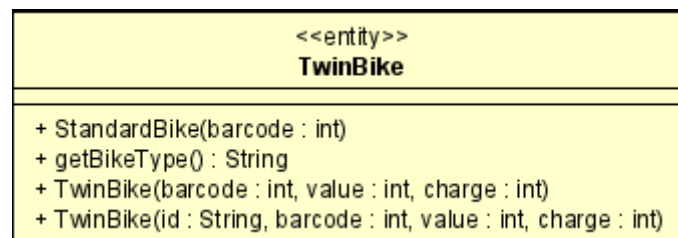
### Method

None

### State

None

## 3.5. Class “TwinBike”



### Attribute

None

### Operation

#	Name	Return type	Description
1	getBikeType	String	Get bike type

### Parameter:

None

### Exception:

None

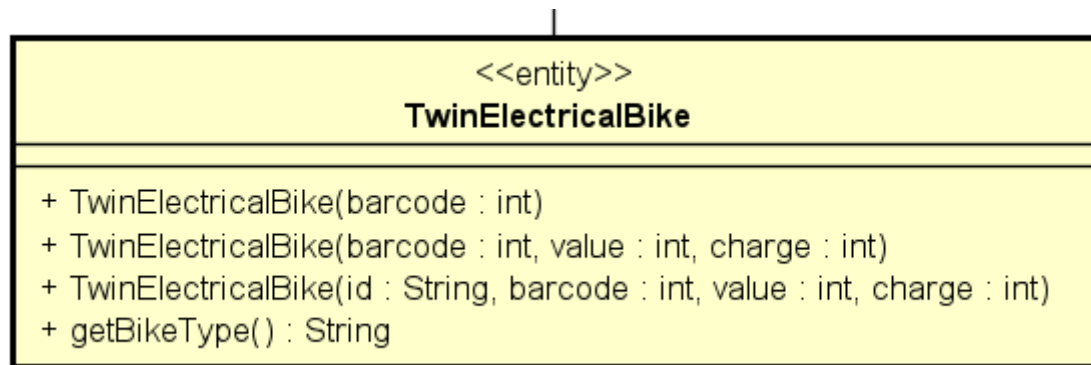
### Method

None

**State**

None

### 3.6. Class “TwinElectricalBike”

**Attribute**

None

**Operation**

#	Name	Return type	Description
1	getBikeType	String	Get bike type

**Parameter:**

None

**Exception:**

None

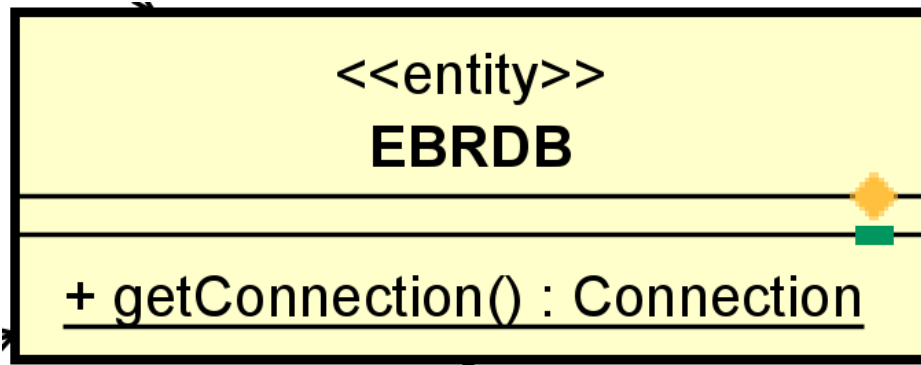
**Method**

None

**State**

None

### 3.7. Class “EBRDB”



#### Attribute

None

#### Operation

#	Name	Return type	Description
1	getConnection	Connect	get a connection to PostgreSQL database

#### Parameter:

None

#### Exception:

None

#### Method

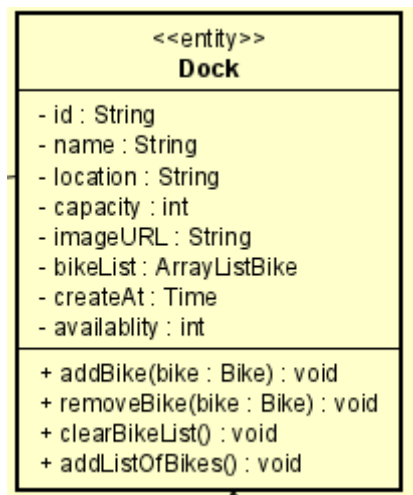
None

#### State

None

### 3.8. Class “Dock”





### Attribute

#	Name	Data type	Default value	Description
1	id	String	NULL	Dock id
2	name	String	NULL	Name of dock
3	location	String	NULL	Dock location
4	capacity	int	NULL	Dock size
5	imageURL	String	NULL	Dock image
6	bikeList	ArrayList<Bike>	NULL	Bike list in dock
7	createAt	Time	NULL	Time Create Dock
8	Availalbity	Int	NULL	Number of availability bike

### Operation

#	Name	Return type	Desciption
1	addBike	void	Add bike to dock
2	removeBike	void	Remove bike out of dock
3	clearBikeList	void	Clear bike list in dock
4	addListOfBike	void	Add bike list to dock

### Parameter:

- addBike
  - bike – Bike
- removeBike
  - bike – Bike

### Exception:

None

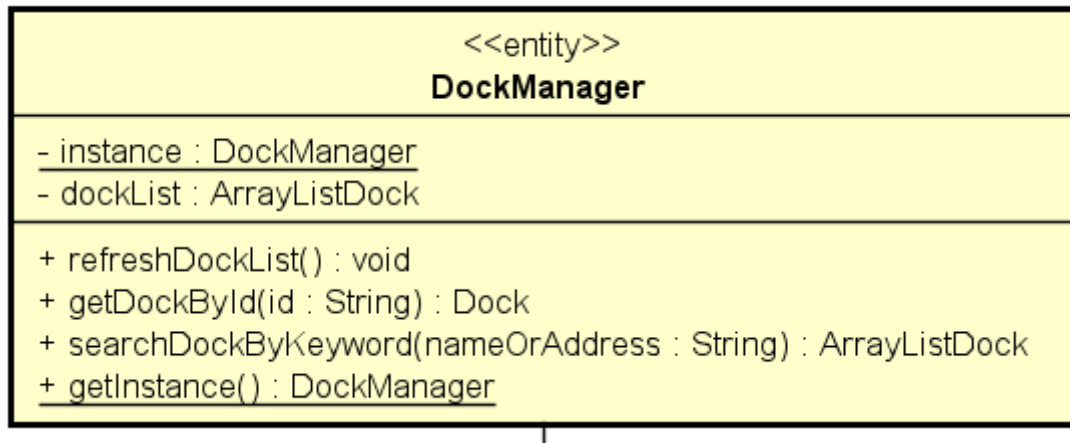
### Method

None

## State

None

### 3.9. Class “DockManager”



## Attribute

#	Name	Data type	Default value	Description
1	instance	DockManager	NULL	Instance of a dock
2	dockList	ArrayList<Dock>	NULL	Dock list

## Operation

#	Name	Return type	Description
1	refreshDockList	void	Refresh dock list
2	getDockById	Dock	Get dock by id
3	searchDockByKeyword	ArrayList<Dock>	Get docks by keyword
4	getInstance	DockManager	Get dock instance

## Parameter:

- getDockById
  - id - String
- searchDockByKeyWord
  - nameOrAddress - String

## Exception:

None

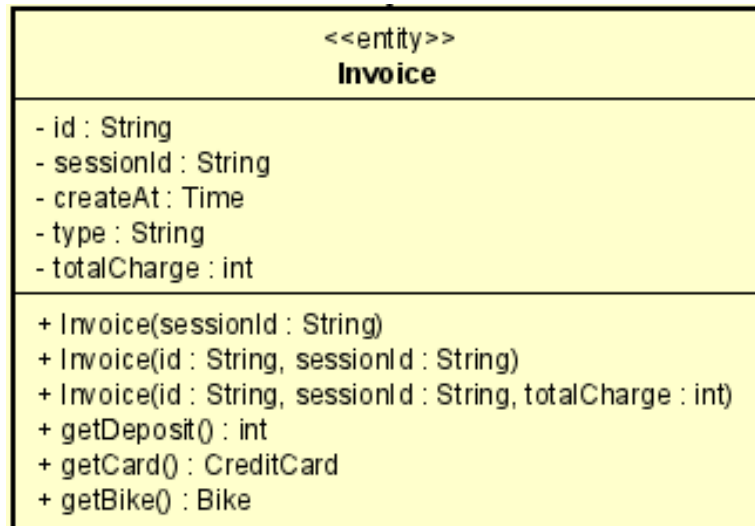
## Method

None

## State

None

### 3.10. Class “Invoice”



## Attribute

#	Name	Data type	Default value	Description
1	id	String	NULL	Invoice id
2	sessionId	String	NULL	Session id
3	createAt	Time	NULL	Create time
4	type	String	NULL	Session corresponds to invoice
5	totalCharge	int	NULL	Total Charge

## Operation

#	Name	Return type	Description
1	getDeposit	int	Get deposit
2	getCard	CreditCard	Get credit card
3	getBike	Bike	Get bike

## Parameter:

None

## Exception:

None

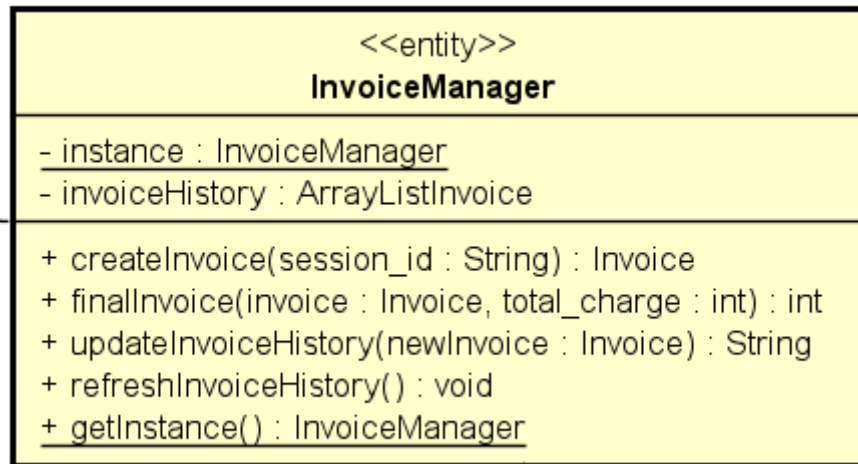
## Method

None

## State

None

### 3.11. Class “InvoiceManager”



## Attribute

#	Name	Data type	Default value	Description
1	instance	DockManager	NULL	Instance of a dock
2	invoiceHistory	ArrayList<Invoice>	NULL	Invoice History

## Operation

#	Name	Return type	Description
1	createInvoice	Invoice	Create new invoice
2	finalInvoice	int	Complete invoice
3	updateInvoiceHistory	String	Update invoice history
4	refreshInvoiceHistory	void	Refresh invoice history
5	getInstance	InvoiceManager	Get invoice instance

## Parameter:

- createInvoice
  - session\_id - String
- finalInvoice
  - invoice – Invoice
  - total\_charge: int
- updateInvoiceHistory
  - newInvoice - Invoice

## Exception:

None

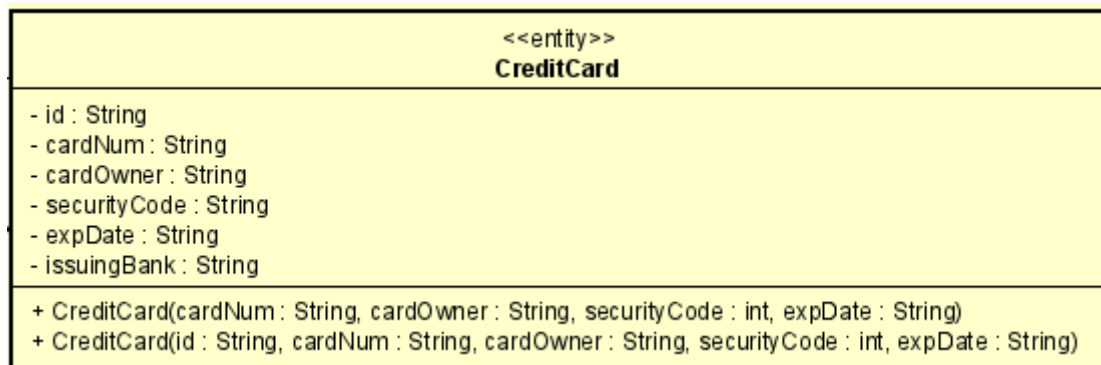
**Method**

None

**State**

None

### 3.12. Class “CreditCard”

**Attribute**

#	Name	Data type	Default value	Description
1	id	String	NULL	Card id
2	cardNum	String	NULL	Card number
3	cardOwner	String	NULL	Card owner's name
4	securityCode	String	NULL	Card security code
5	expDate	String	NULL	Card exp date
6	issuingBank	String	NULL	IssuingBank

**Operation**

None

**Parameter:**

None

**Exception:**

None

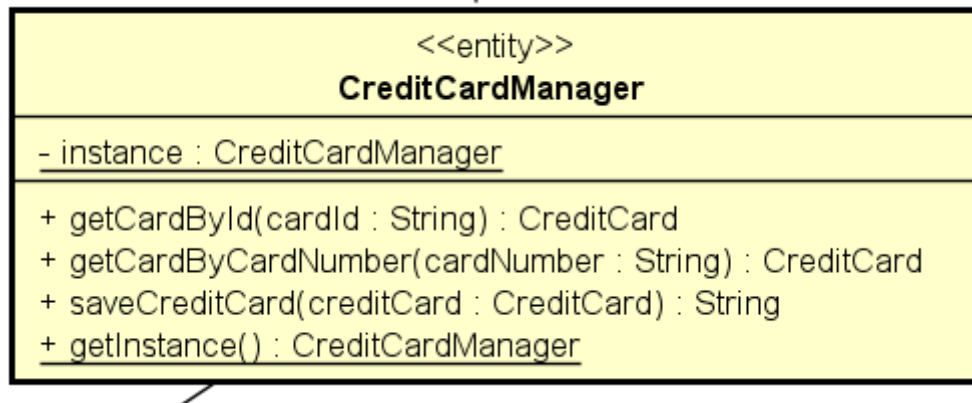
**Method**

None

**State**

None

### 3.13. Class “CreditCardManager”



#### Attribute

#	Name	Data type	Default value	Description
1	instance	CreditCardManager	NULL	Instance of a card

#### Operation

#	Name	Return type	Description
1	getCardById	CreditCard	Get card by id
2	getCardByCardNumber	CreditCard	Get card by card number
3	saveCreditCard	String	Save credit card
4	getInstance	CreditCardManager	Get card instance

#### Parameter:

- getCardById
  - id - String
- getCardByCardNumber
  - carNumber – String
- saveCreditCard
  - credidCard - CreditCard

#### Exception:

None

#### Method

None

#### State

None

### 3.14. Class “PaymentTransaction”

<<entity>> PaymentTransaction	
- id : String - errorCode : String - card : PaymentCard - amount : int - createAt : String - type : String - method : String - contents : String	
+ PaymentTransaction(errCode : String, card : PaymentCard, transactionId : String, transactionContent : String, amount : int, createdAt : String) + PaymentTransaction(id : String, transactionId : String, type : String, amount : int, method : String)	

#### Attribute

#	Name	Data type	Default value	Description
1	errorCode	String	NULL	Error code
2	card	PaymentCard	NULL	Credit card
3	transactionId	String	NULL	Transaction id
4	transactionContent	String	NULL	Contents of transaction
5	amount	int	NULL	Transaction amount
6	createAt	String	NULL	Transaction create time
7	id	String	NULL	PaymentTransaction id
8	type	String	NULL	Transaction type
9	method	String	NULL	Transaction method

#### Operation

None

#### Parameter:

None

#### Exception:

None

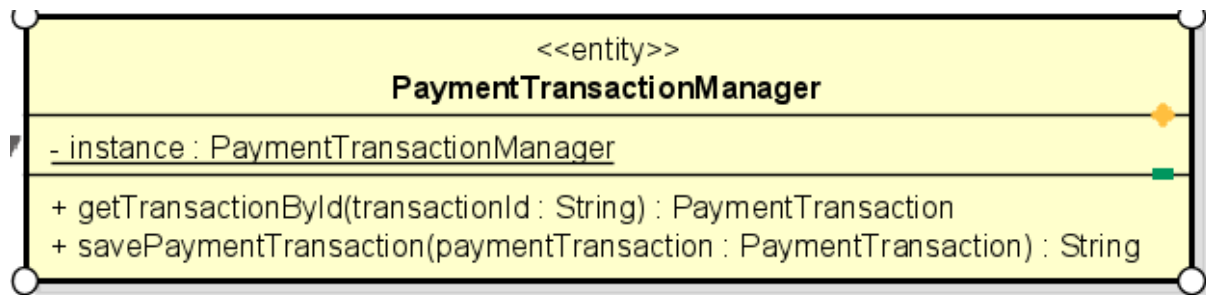
#### Method

None

#### State

None

### 3.15. Class “PaymentTransactionManager”



#### Attribute

#	Name	Data type	Default value	Description
1	instance	PaymentTransaction	NULL	Instance of transaction

#### Operation

#	Name	Return type	Description
1	getTransactionById	PaymentTransaction	Get transaction by Id
2	savePaymentTransaction	String	Save payment transaction

#### Parameter:

- getTransactionById
  - transactionId - String
- savePaymentTransaction
  - paymentTransaction - Paymenttransaction

#### Exception:

None

#### Method

None

#### State

None



### 3.16. Class “Session”

<<entity>> Session	
- id : String - bikeId : String - rentDockId : String - returnDockId : String - startTime : LocalDateTime - endTime : LocalDateTime	
+ isActive() : boolean + setActive() : void + getSessionLength() : long + Session(id : String, bike : Bike, card : CreditCard, rentTransaction : PaymentTransaction) + Session(id : String, bike : Bike, card : CreditCard, startTime : LocalDateTime, rentTransaction : PaymentTransaction) + Session(id : String, bike : Bike, card : CreditCard, startTime : LocalDateTime, endTime : LocalDateTime, rentTransaction : PaymentTransaction, returnTransaction : PaymentTransaction)	

#### Attribute

#	Name	Data type	Default value	Description
1	id	String	NULL	Session id
2	bikeId	String	NULL	Bike Id
3	rentDockId	String	NULL	Dock rented Id
4	returnDockId	String	NULL	Dock Return Id
5	endTime	LocalDateTime	NULL	End time
6	startTime	LocalDateTime	NULL	Start time

#### Operation

#	Name	Return type	Description
1	isActive	boolean	Session is active or not
2	setActive	void	Set session active
3	getSessionLength	long	Get session length

#### Parameter:

None

#### Exception:

None

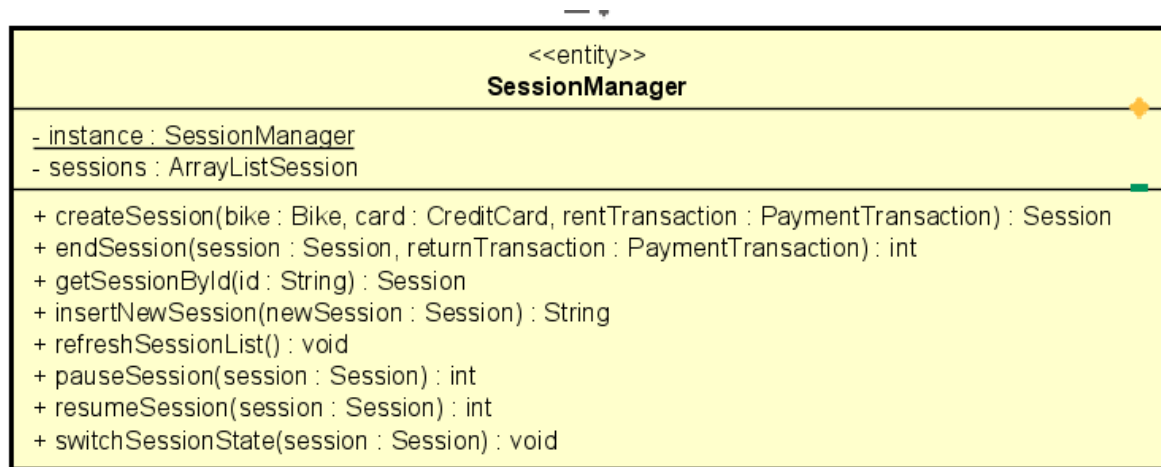
#### Method

None

#### State

None

### 3.17. Class “SessionManager”



#### Attribute

#	Name	Data type	Default value	Description
1	instance	SessionManager	NULL	Session instance
2	sessions	ArrayList<Session>	NULL	Session list

#### Operation

#	Name	Return type	Description
1	createSession	Session	Create a session
2	endSession	int	Complete session
3	getSessionById	Session	Get session by id
4	insertNewSession	String	Insert new session to db
5	refreshSessionList	void	Refresh session list
6	pauseSession	int	Pause session
7	resumeSession	int	Resume session
8	switchSessionState	void	Switch session state

#### Parameter:

- createSession
  - bike - Bike
  - card – CreditCard
  - rentTransaction - PaymentTransaction
- endSession
  - session – Session
  - returnTransaction - PaymentTransaction
- getSessionById

- id - String
- insertNewSession
  - newSession – Session
- pauseSession
  - session – Session
- resumeSession
  - session – Session
- switchSessionState
  - session – Session

**Exception:**

None

**Method**

None

**State**

None