

Development Of Car Rental Management System

Rapport de stage

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Abstract

This Car Rental System project is designed to aid my client manage his cars up for rent through an online system. The latter has many features such as users can search for available cars; view profile; book the car for the time period; administrator can keep track of all the customers' information.

This system increases customer retention and maximizes efficiency when it came to automating all car reservation tasks and receiving up-to-date important business statistics.

By using this system, the admin can manage their rental, bookings, profiles, car details etc. It has a user-friendly interface which helps the user to check for cars and rent them for the period specified. Upon a successful reservation the customer receives a confirmation email detailing everything he/she needs to know about their reservation.

The main focus of this project is to help any user easily find a car that available in the system as well as help my client manage rented cars and users in the system efficiently.

To propose the best possible car available to the client a Technique for Order Preference by Similarity to an Ideal Solution (TOPSIS), was used.

1 Chapter 1 : Introduction

1.1 Overview



“If your business is not on the internet, then your business will be out of business”

— Bill Gates, Founder of Microsoft.



The car rental management system presented in this report is a web-based application for my client his services accessible to the public through the web and furthermore keep and maintain records about reservations.

The main functions of this application is to keep tracks of vehicles, customers and booking. It provides useful information to the admin such as making reports of vehicles to be delivered/picked up and acts as a vehicle management system by monitoring the use and price of the vehicles. From the user point of view, this application is basic to diverse individuals' arrangement to travel or move from one place to another for business or school purposes, tour, and visit occasions. Thus, making this application extremely useful.

1.2 Problem Statement

Personally speaking, I have found myself in a situation trying to get a car over the phone but all lines seemed busy, or maybe I was in a noisy place, where it's difficult to speak, or vice versa, somewhere I had to be quiet. A tricky task at times. Modern life is busy and dynamic. No wonder people lay their hands on anything that can make things quicker and easier. Car rental software development significantly simplifies the entire process of booking a car.

My client has some personal vehicles at disposal for people looking to rent a car for a given period. But for the time being my client runs fully his business on his phone(s) by receiving calls of people who want to rent some of his vehicle, or those that need a car for a certain period, but does not have the desire or opportunity to buy it.

He wants to go digital and to accept online reservations and manage his fleet with ease. In today's digital environment, users would rather book cars online instead of calling the rental company to

make reservations. If you are running a car rental business, developing a car rental software becomes a must.

I got in touch with him to implement a well-designed car rental system to help not only him accept online reservations and manage his entire fleet but as well as his potential customers reserve available cars online. This car rental system should allow him to run his business smoothly and effectively.

1.3 Stakeholder(s)

Several types of stakeholders can be noted when it comes to any software. The most obvious are those that requested for this software. In my case it's my Dutch born client that basically hired me to develop this car rental management web based application for his upcoming business.

1.4 Aim and Objectives

Below is the objectives of this project :

- Develop a user-friendly & secure system that protects client information as well as confidential information of the company
- A customer self-service platform to view vehicle availability in real-time,
- 24/7 accepting online reservations,
- Removing the paper-based processes,
- Detailed analytics and statistics, i.e., the software should deliver an up-to-date analytics to see how his business performs,
- Avoiding risks of overbooking and the factor of human error,
- The reservations' timeline to track the status of the vehicle due for maintenance, for delivery or pick-up, or currently on the road,
- Cuts down on administration processes to improve business efficiency,
- Making data-driven decisions based on detailed statistics,
- Feedback system for clients to give reviews and rate the service,
- Provide an estimation of the influx of bookings to prepare for future demands.

1.5 Scope of Proposal

The scope of a system is there to define its boundaries. In other words, what is in scope and what is out of scope.

The scope can be presented from user aspect of view :

- The platform should 24/7 available to customers
- The system does not support online payment at the moment
- This system is for use by only one company (my client).
- Rented cars should be used at the moment in one country Belgium
- No mobile application will be developed for this car rental web application.

2 Chapter 2 : Literature Review

2.1 Overview

This chapter contains a literature review for the application that was developed. The review describes the existing systems that are similar to the car rental management system. References are made to source from the internet.

Furthermore, literature review helps to provide an overview on how the **TOPSIS**¹ technique was used as a method in multiple criteria decision-making to prioritize the best car possible for users of the applications.

2.2 Multi-Criteria Decision Making Method

As the name implies, Multi-Criteria Decision-Making also known as MCDM is about methods for making decisions when multiple criteria need to be considered together, in order to rank or choose/prioritize between the alternatives being evaluated.

2.2.1 Technique for Order of Preference by Similarity to Ideal Solution - TOPSIS

W

The **TOPSIS** is a multi-criteria decision analysis method developed by Hwang and Yoon (1981) with further developments by Yoon (1987) and Hwang, Lai and Liu (1993) (Suren-dra, 2016).

— Wikipedia

After some research about how to provide the best ideal car possible to client, TOPSIS is the best algorithm for this application because it will make the latter more efficient.

The TOPSIS algorithm is to contrive the best ideal solution (note as s^+), and the worst ideal solution (note as s^-) to the problem of multiple criteria while the s^+ is hypnotically optimal solution from the criteria, but the s^- is the worst solution from the criteria. The rule is to rank and compare each alternative of the result with s^+ and s^- .

The TOPSIS algorithm was carried out as follows:

¹TOPSIS

Step 1 : Construct the decision matrix and determine the weight of criteria.

Let's say we have three cars available for rent with three criteria as Table 1

Table 1: Table of Criteria.

Attribute/Criteria	Price	Numbers of Passengers	Number of Bags	Class
Volkswagen Polo	110€	3	2	Basic
Toyota Yards	230€	5	4	Standard
Opel Zafira	300€	9	7	Premium

Table 1 shows that each car have their criteria. If we convert the class linguistic terms using the 5 point scale, we get the following table :

Table 2: Table of Criteria with 5 point scale.

Attribute/Criteria	Price	Numbers of Passengers	Number of Bags	Class
Volkswagen Polo	110€	3	2	2
Toyota Yards	230€	5	4	3
Opel Zafira	300€	9	7	5

Step 2 : Calculate the normalized decision matrix.

This is the formula for vector normalization :

$$n_{ij} = \frac{x_{ij}}{\sqrt{\sum_{i=1}^m x_{ij}^2}} \quad (1)$$

Let's start by calculating the denominator for the price column :

$$\begin{aligned} \sqrt{\sum_{i=1}^m x_{ij}^2} &= 110^2 + 230^2 + 300^2 = 155000 \\ &= \sqrt{155000} = 393.70 \end{aligned} \quad (2)$$

Table 3: Table of Criteria with the performance value

Attribute/Criteria	Price	Numbers of Passengers	Number of Bags	Class
Volkswagen Polo	110€	3	2	2
Toyota Yards	230€	5	4	3
Opel Zafira	300€	9	7	5
Performance Value	393.70	10.72	8.30	6.16

Next, the data for each criterion will be normalised. Divide the data with their own criteria performance values as shown in Table 3 to get result.

Table 4: Table of Criteria with the normalised values

Attribute/Criteria	Price	Numbers of Passengers	Number of Bags	Class
Volkswagen Polo	$\frac{110}{393.70} = 0.27$	0.27	0.24	$\frac{2}{6.16} = 0.32$
Toyota Yards	0.58	0.46	0.48	0.48
Opel Zafira	0.76	0.83	0.84	0.81

The value in each sell is known as the normalized performance value.

Step 3 : Calculate the weighted normalized decision matrix

The weighted normalized value v_{ij} is calculated in the following way:

$$v_{ij} = w_j n_{ij} \text{ for } i = 1, \dots, m; j = 1, \dots, n \text{ where } w_j \text{ is the weight of } j\text{-th criterion, } \sum_{j=1}^n w_j = 1$$

This means that each criterion should have its own weight so that all of them will sum up to 1.

Let weight price be = 0.4, number of passengers = 0.2, number of bags = 0.1 and class = 0.3. The normalised value will be multiplied by corresponding normalised weight. as shown in Table 5.

Table 5: Table of Criteria with the weighted normalised values

Attribute/Criteria	Price	Numbers of Passengers	Number of Bags	Class
Volkswagen Polo	$0.27 * 0.4 = 1.10$	0.05	0.02	$0.32 * 0.3 = 0.09$
Toyota Yards	0.23	0.09	0.04	1.44
Opel Zafira	0.30	0.16	0.08	0.24

Step 4 : Determine the worst alternative and the best alternative**Table 6:** Table of Criteria with positive ideal and negative ideal solutions.

Attribute/Criteria	Price	Numbers of Passengers	Number of Bags	Class
Volkswagen Polo	1.10	0.05	0.02	0.09
Toyota Yards	0.23	0.09	0.04	1.44
Opel Zafira	0.30	0.16	0.08	0.24
V^+	0.23	0.16	0.08	0.09
V^-	1.10	0.05	0.02	1.44

From table 6 V^+ represents the best ideal solution while V^- is the worst ideal solution. V^+ is taken from the highest value while V^- taken from the lowest value. For the price column a lower value is desired hence V^+ indicates the lowest value same goes for the class column as these two are linked.

Step 5 : Find the Euclidean distance between the best ideal solution(V^+), and the worst(V^-).

- The Euclidean formula from the ideal best value

$$s_i^+ = \sqrt{\sum_{j=1}^m (v_{ij} - v_j^+)^2} \quad (3)$$

$$\begin{aligned}\sqrt{\sum_{i=1}^m (v_{ij} - v_j^+)^2} &= (1.10 - 0.23)^2 + (0.05 - 0.16)^2 + (0.02 - 0.08)^2 + (0.09 - 0.09)^2 = 0.765 \\ &= \sqrt{0.7656} = 0.87\end{aligned}\quad (4)$$

- The Euclidean formula from the ideal worst value

$$s_i^- = \sqrt{\sum_{i=1}^m (v_{ij} - v_j^-)^2} \quad (5)$$

$$\begin{aligned}\sqrt{\sum_{i=1}^m (v_{ij} - v_j^+)^2} &= (1.10 - 1.10)^2 + (0.05 - 0.05)^2 + (0.02 - 0.02)^2 + (0.09 - 1.44)^2 = 1.82 \\ &= \sqrt{1.82} = 1.35\end{aligned}\quad (6)$$

Table 7: Table of Criteria with the euclidean distance

Attribute/Criteria	Price	Numbers of Passengers	Number of Bags	Class	S^+	S^-
Volkswagen Polo	1.10	0.05	0.02	0.09	0.87	1.35
Toyota Yards	0.23	0.09	0.04	1.44	1.35	0.86
Opel Zafira	0.30	0.16	0.08	0.24	0.30	1.45
V^+	0.23	0.16	0.08	0.09		
V^-	1.10	0.05	0.02	1.44		

Step 6 : Calculate the relative closeness to the positive ideal solution

The formula to calculate the performance score is as follows :

$$p_i = \frac{s_i^-}{(s_i^- + s_i^+)} \quad (7)$$

Table 8: Table of Criteria with the performance score

Attribute/Criteria	Price	Numbers of Passengers	Number of Bags	Class	p_i
Volkswagen Polo	1.10	0.05	0.02	0.09	0.6
Toyota Yards	0.23	0.09	0.04	1.44	0.3
Opel Zafira	0.30	0.16	0.08	0.24	0.8

Step 7 : Rank the performance score in descending order or select the alternative closest to 1**Table 9:** Table of Criteria with ranked performance score

Attribute/Criteria	Price	Numbers of Passengers	Number of Bags	Class	Rank
Volkswagen Polo	1.10	0.05	0.02	0.09	2
Toyota Yards	0.23	0.09	0.04	1.44	3
Opel Zafira	0.30	0.16	0.08	0.24	1

After all these steps its safe to say that Opel Zafira is the most ideal solution for given criteria. The application will display cars based on their ranks meaning Opel Zafira will be at the top, followed by Volkswagen Polo and lastly Toyota Yards. This is how I was able to provide to the client the best car possible given some criteria.

2.3 Related Work

A. Avis

Avis² is Belgium a company based in Brussels.

This platform is used to ensure the customers have access car hire services. There are several characteristics for this application. User can find car and pick-up point based on a customer selected location. Customer can easily choose a car, book it after a successful online payment. The customer can select which location to drop off the car upon return date.

²Avis

B. Europcar

Europcar³ a global leader in car rental business.

This application is dedicated to making car hire online as easy as possible and providing online services worldwide.

This application provides many services such as negotiated rate that are numeric-only discount codes for companies that have a partnership with Europcar.

³Europcar

3 Chapter 3 : Software Requirement Specifications - SRS

3.1 Overview

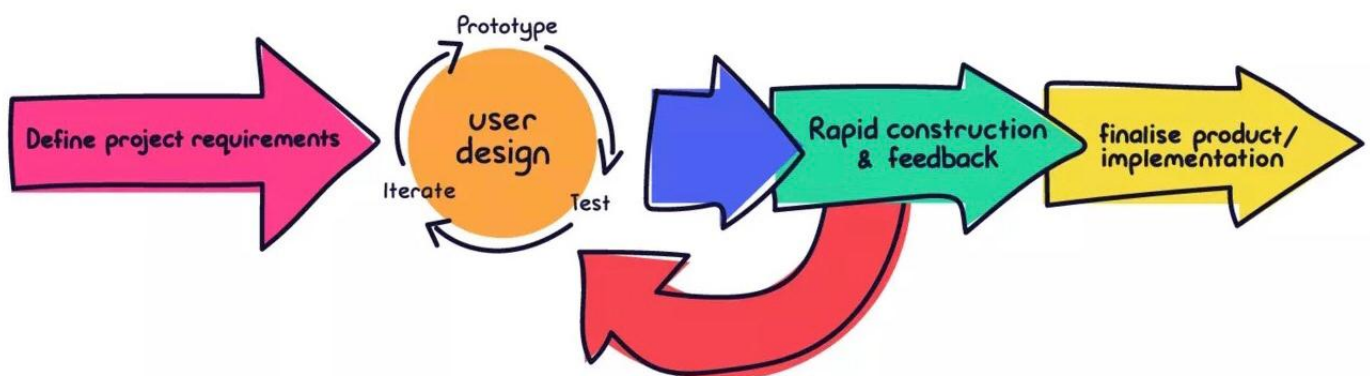
This chapter contains the analysis and design of car rental web based application system, the type of the methodology, function and non-functional requirements of this application and software tools that were used during the development phase. In addition, this chapter contains UML diagrams, the database design, application architecture to better understand how the application is designed.

3.2 Proposed Methodology

Methodology in software development is the process of dividing the latter into distinct phases to improve design, product quality etc... Each of methodology is chosen based on the nature of the application to be implemented and on what the stakeholders of the system required. For this particular application **Prototyping model** was chosen.

3.2.1 Prototyping Model

Figure 1: Prototyping Model



— From codebots.com

Prototyping model was chosen firstly because it allowed me to implement many prototypes which were presented to the application stakeholder in order to get some feed-back based on how the final application should look and work from his point of view. Secondly because I knew that stakeholder was going to be heavily involved during the application development which helped him not only get as soon as possible a glimpse of us how the application works and looks but as well as catch errors as they came.

3.2.2 Approach to Prototyping Methodology

Prototyping methodology has many software development life cycle (**SDLC**) phases, at the first stage, what I did was gather all non-functional and functional application requirements are gathered from the stakeholder by talking him, then moved to the second stage by designing of the application which was presented as a preview of the application system to the stakeholder in order to identify flaws of the latter. The third stage was about refining the prototype according to feedback I was able to gather from the stakeholder.

3.3 Requirements Analysis

Requirements are the list of functions and features that an application must possess. After several conversations with the stakeholder, I was able to gather all requirements that were needed to be implemented meet their needs.

My analysis went through many phases such as making a difference between functional and non-functional requirements, setting up a data dictionary for database metadata, entity-relationship model to better understand how entities in the system are related and finally a relational data model that represents the database's tables.

3.3.1 Function Requirements



Function requirements describes *What The Application Should Do*.

A full list detailed of function requirements can be found [here](#).

Table 10: Function Requirements

Req. No.	Description
R-1	A customer should be able to register with email account
R-2	A customer should be able to view the details of any particular car
R-3	The application should display available cars to the customer
R-4	A customer should be able to cancel a reservation
R-5	A customer should be able to book a car through the application

3.3.2 Non-functional Requirements



Non-functional requirements describes *How The Application Should Behave*.

A full detailed list of non-functional requirements can be found [here](#).

Table 11: Non-functional Requirements

Req. No.	Description
R-1	The application' s interface should to be user-friendly & easy to use
R-2	The application should be 24/7 available to customers
R-3	Customer's data should be protected from attacks
R-4	The application should maintain data integrity through backups
R-5	The website's load time should not be more than 10 seconds

3.3.3 Data Dictionary

In a Database Management System (**DBMS**), a data dictionary contains database metadata, in other words characteristics of the stored data and relationships between entities.

The full data dictionary can be found [here](#).

Table 12: Data Dictionary

Attribute	Description	Type	Constraints
name	The client's name	VARCHAR	Required
bookingId	An id of a reservation	UUID	Required & Unique
cancelledDate	A reservation's cancelled date	Date	Not required
brand	The car's model brand	VARCHAR	Required & Unique
costPerDay	The cost of a rented car per day	INTEGER	Required

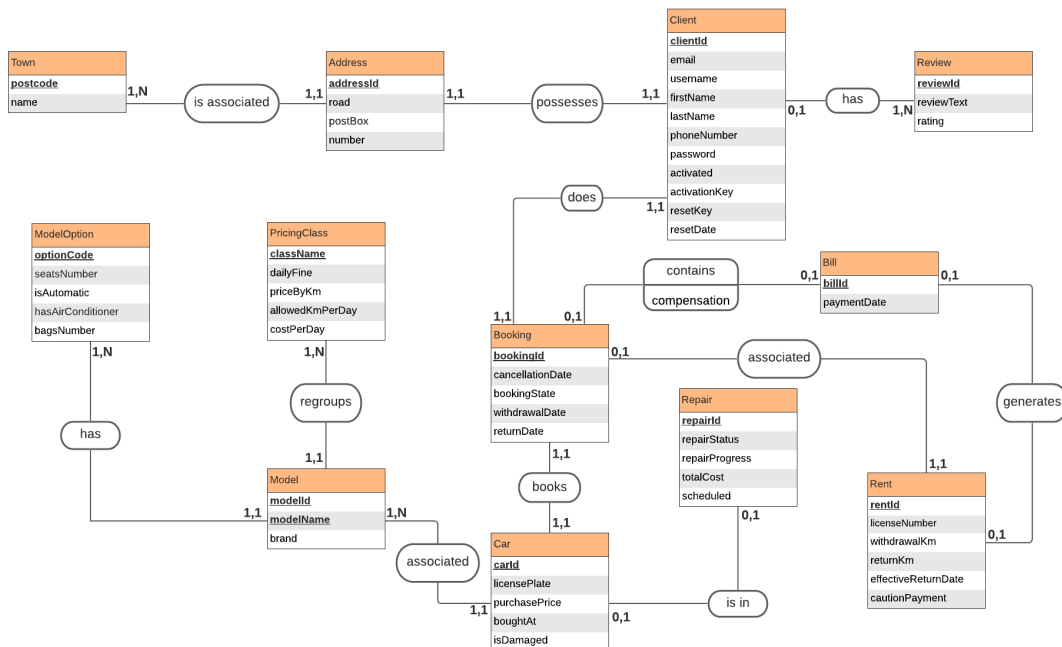
3.3.4 Entity–relationship Model

W

In software engineering, an **Entity–relationship** model is commonly formed to represent things a business needs to remember in order to perform business processes. Consequently, the ER model becomes an abstract data model, that defines a data or information structure which can be implemented in a database, typically a relational database.

— Wikipedia

Figure 2: Entity–relationship Diagram



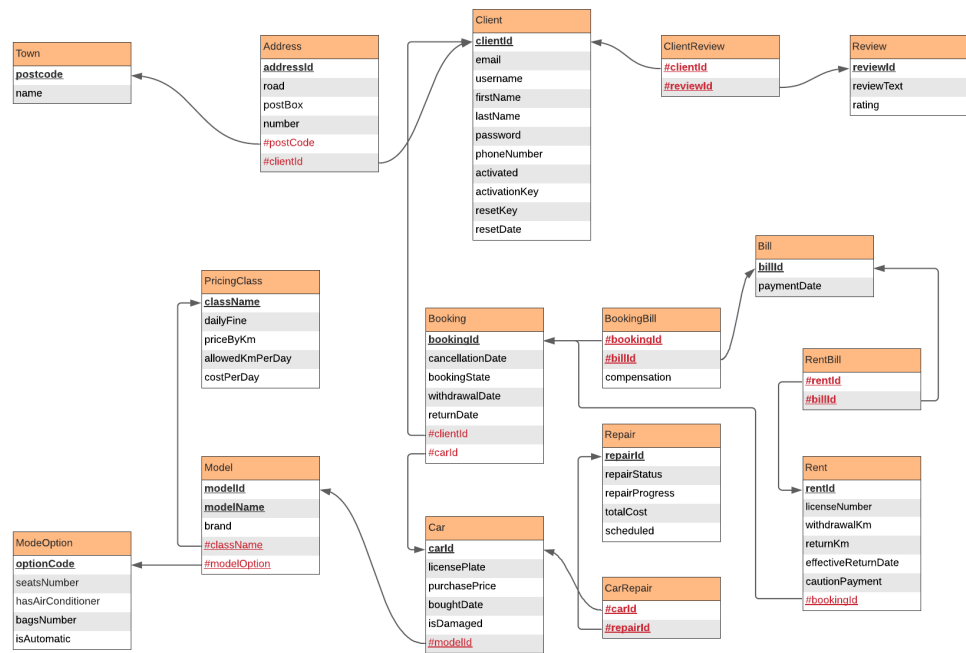
3.3.5 Relational Data Model

W

The purpose of the **relational model** is to provide a declarative method for specifying data and queries: users directly state what information the database contains and what information they want from it, and let the database management system software take care of describing data structures for storing the data and retrieval procedures for answering queries.

— Wikipedia

Figure 3: Relational Diagram



3.3.6 Business Rules

W

A **business rule** defines or constrains some aspect of business and always resolves to either true or false. Business rules are intended to assert business structure or to control or influence the behavior of the business.

— Wikipedia

A full detailed list of business rules can be found [here](#).

Table 13: Business Rules

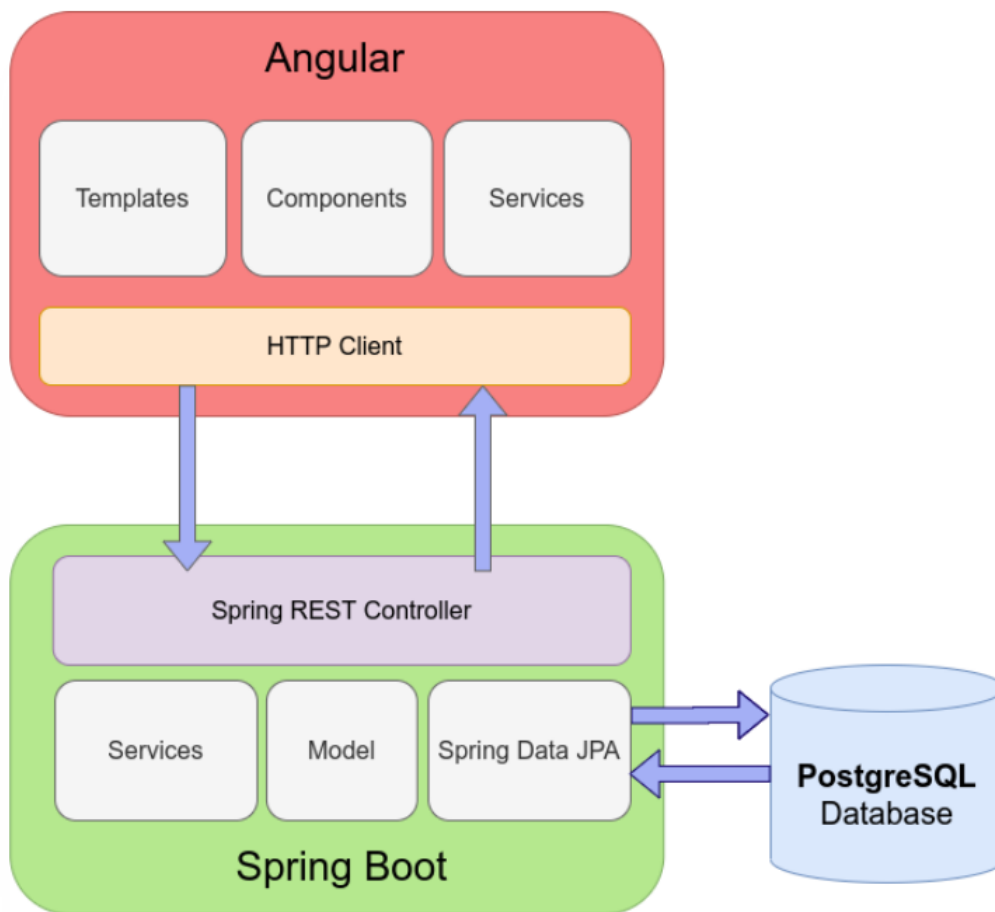
BR. No.	Description
BR-1	Only registered customers can book cars
BR-2	Every car in the system must have model
BR-3	A client must have a driving licence to rent a car
BR-4	A customer can only book one car at once
BR-5	Every rent must be linked to its reservation

4 Chapter 4 : Software Design

4.1 System Architecture

The application was developed using the following architecture:

Figure 4: System Architecture

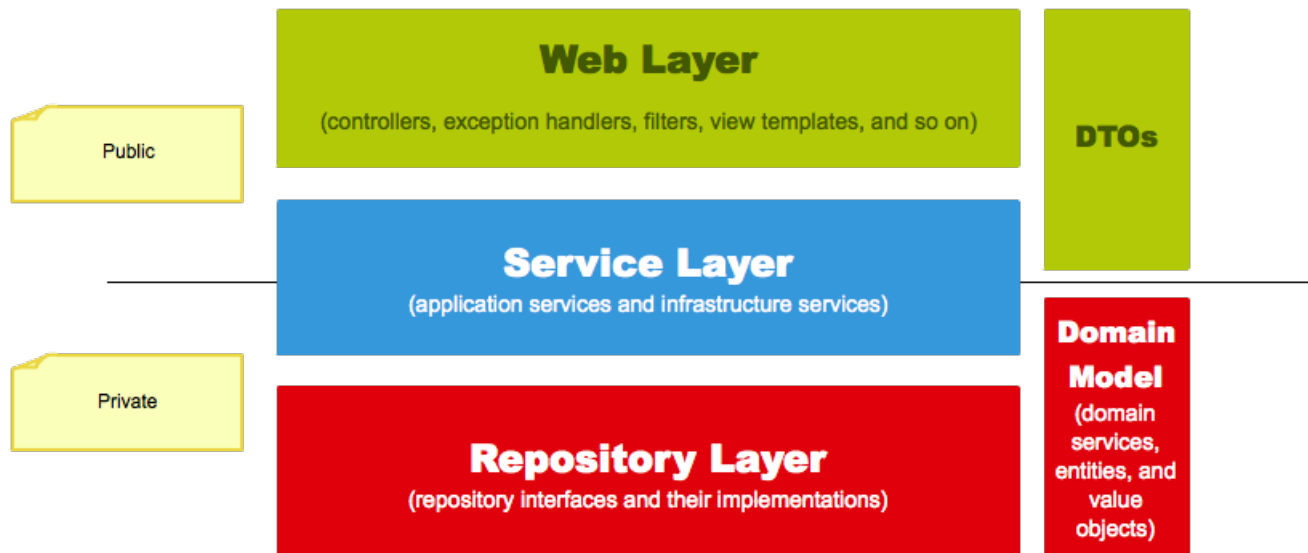


— From frontbackend.com

Spring boot was used as the application API to be consumed by the Angular application.

4.2 Backend Architecture

Figure 5: Spring Boot Architecture



— From petrikainulainen.net

4.2.1 Technology stack

- Language : JAVA 15
- Web Framework: Spring Boot
- Build Tool : Maven

Database :

- SGBD : PostgreSQL
- ORM : Hibernate
- Migrations : Flyway

4.2.2 Why Java ?

Listing 1: java demo

```
1 interface Dog {
2     bark: () => void;
3 }
4
5 /* The developer has to manually implement
6 a heuristic check for interface adherence!
```

```
7 When they update the interface, they have
8 to update the type guards too! */
9 function isDog(pet: object): pet is Dog {
10     return (pet as Dog).bark !== undefined;
11 }
12 const dog: any = {bark: () => console.log('woof')};
13
14 if (isDog(dog)) {
15     // TS now knows that objects within this if statement are always
16     // type Dog
17     // This is because the type guard isDog narrowed down the type to
18     // Dog
19     dog.bark();
20 }
```

4.3 Frontend Architecture

4.3.1 Technology stack