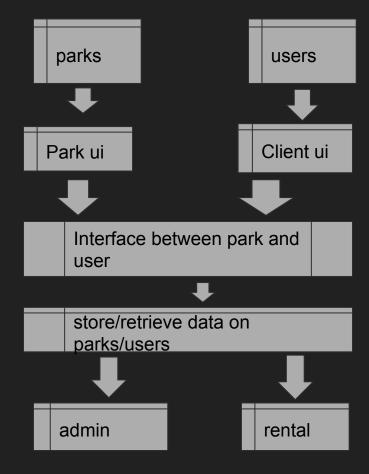
# Dispark UML Diagrams

Team: Kendall Comeaux, Dean Compton, Braylon Frederic, Vaughn Ohlerking

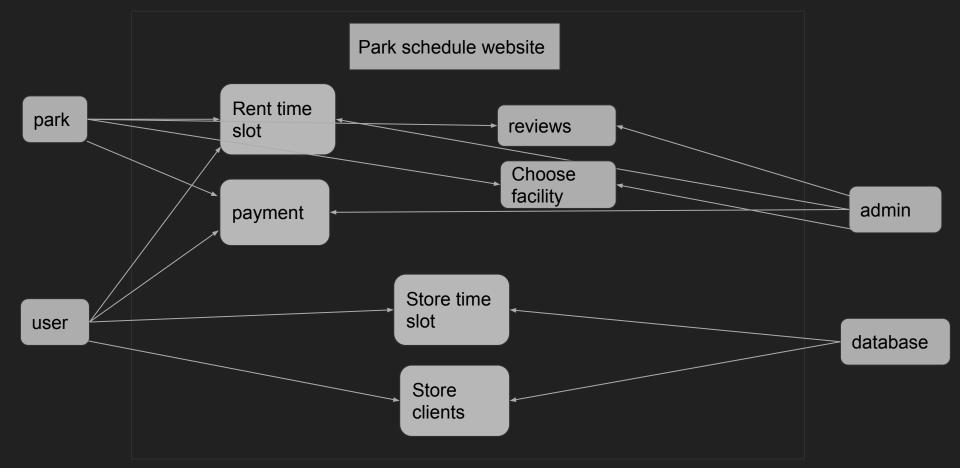
# Class Diagrams:

			<b>*</b>		
Class name	Park	Rental	User	Park owner	
Attributes	- Rentals - Owner contact info - Location - Reviews - Information	Aggregates Park  - Availability  - Information  - Reviews	- Name - Phone Number - Location - Payment info	Inherits User attributes - Park owned - Bank/routing info	
Operations	<ul><li>Calendar updates</li><li>Request Maintenance</li></ul>	- Calendar updates - Request Maintenance	- Pay - Reserve rental at park	- Contact owner - Send payment - Request info	

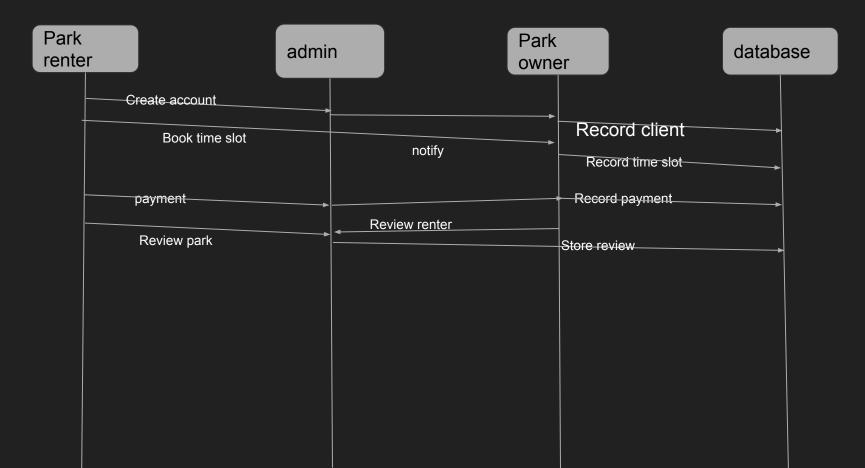
#### Package Diagrams:



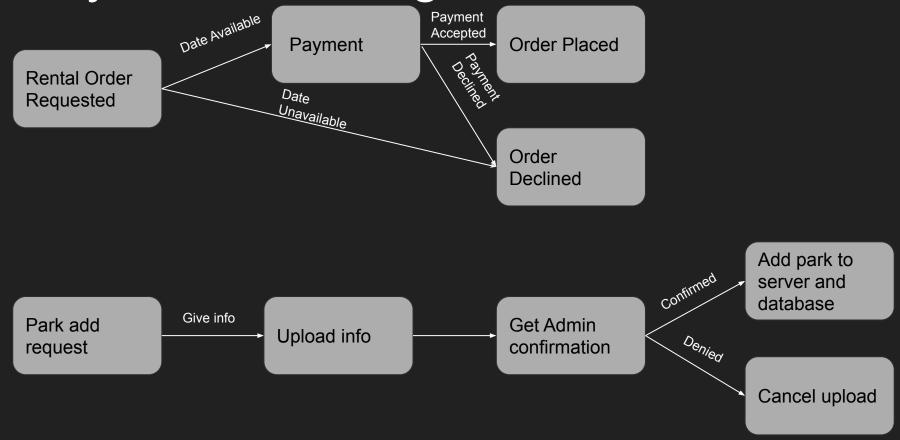
## Use Case Diagrams:



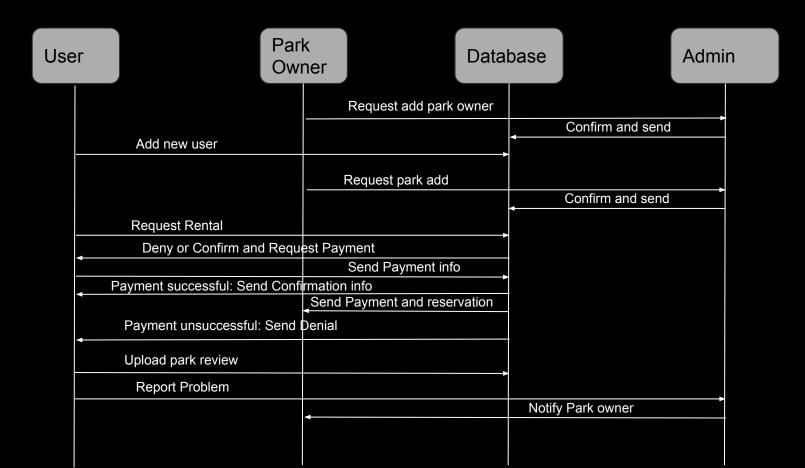
## Analysis Sequence Diagrams:



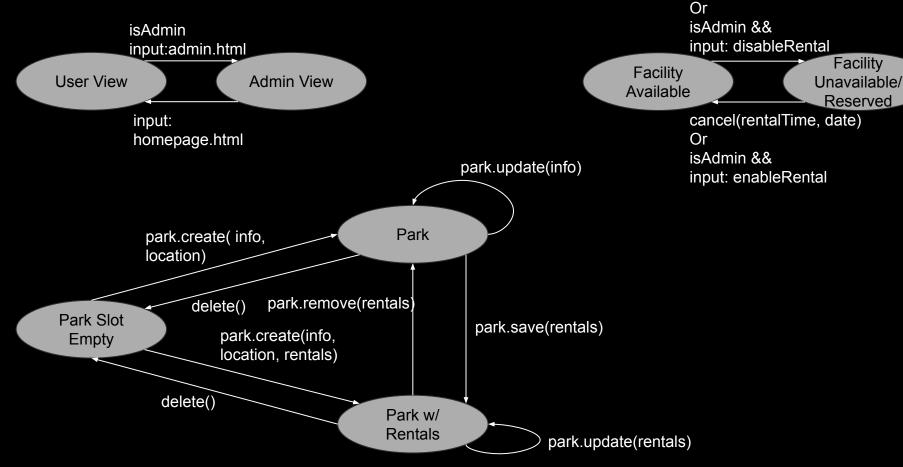
#### Analysis State Diagrams:



#### Design Sequence Diagrams:



#### Design State Diagrams:



upload(rentalTime, date)

#### Activity Diagrams:

