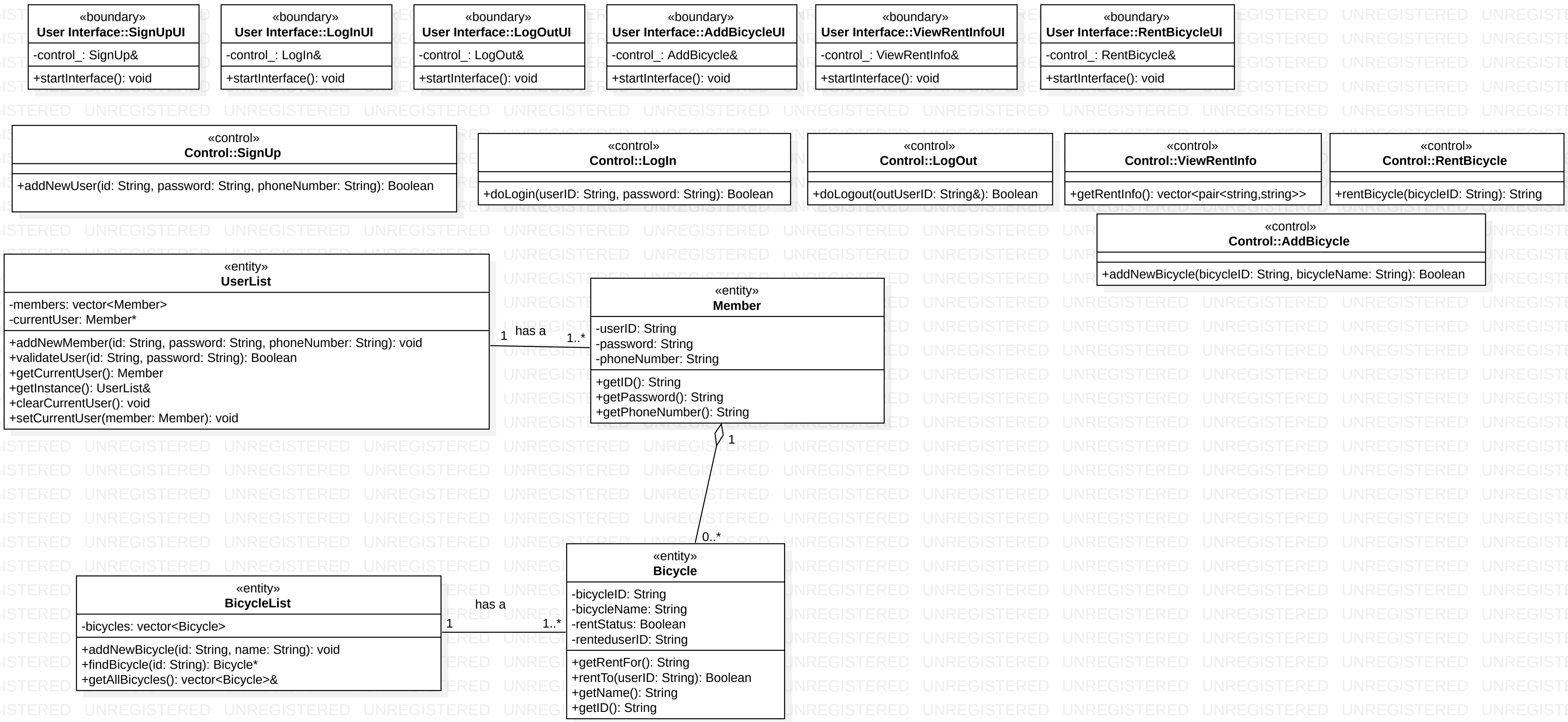
Model::Main



«boundary»
User Interface::SignUpUI
-control_: SignUp&
+startInterface(): void

«boundary»
User Interface::LogInUI
-control_: LogIn&
+startInterface(): void

«boundary»
User Interface::LogOutUI
-control_: LogOut&
+startInterface(): void

«boundary»
User Interface::AddBicycleUI
-control_: AddBicycle&
+startInterface(): void

«boundary»
User Interface::ViewRentInfoUI
-control_: ViewRentInfo&
+startInterface(): void

«boundary»
User Interface::RentBicycleUI
-control_: RentBicycle&
+startInterface(): void

«control»
Control::SignUp
+addNewUser(id: String, password: String, phoneNumber: String): Boolean

«control»
Control::LogIn
+doLogin(userID: String, password: String): Boolean

«control»
Control::LogOut
+doLogout(outUserID: String&): Boolean

«control»
Control::ViewRentInfo
+getRentInfo(): vector<pair<string,string>>

«control»
Control::RentBicycle
+rentBicycle(bicycleID: String): String

«control»
Control::AddBicycle
+addNewBicycle(bicycleID: String, bicycleName: String): Boolean

«entity»
UserList
-members: vector<Member>
-currentUser: Member*
+addNewMember(id: String, password: String, phoneNumber: String): void
+validateUser(id: String, password: String): Boolean
+getCurrentUser(): Member
+getInstance(): UserList&
+clearCurrentUser(): void
+setCurrentUser(member: Member): void

«entity»
Member
-userID: String
-password: String
-phoneNumber: String
+getID(): String
+getPassword(): String
+getPhoneNumber(): String

«entity»
Bicycle
-bicycleID: String
-bicycleName: String
-rentStatus: Boolean
-renteduserID: String
+getRentFor(): String
+rentTo(userID: String): Boolean
+getName(): String
+getID(): String

«entity»
BicycleList
-bicycles: vector<Bicycle>
+addNewBicycle(id: String, name: String): void
+findBicycle(id: String): Bicycle*
+getAllBicycles(): vector<Bicycle>&