"Register Car"

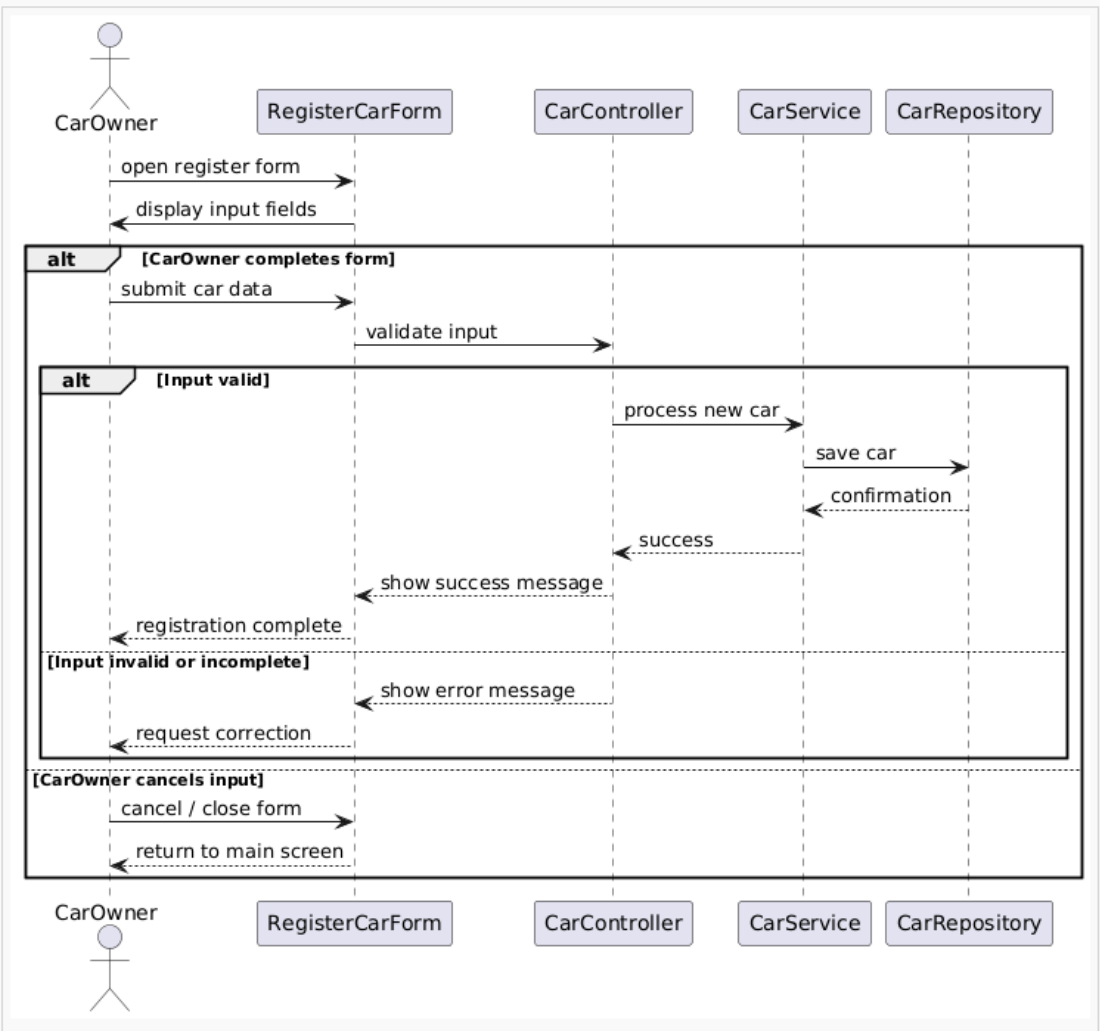
```
@startuml

actor CarOwner

participant UI as "RegisterCarForm"

participant Controller as "CarController"

participant Service as "CarService"

participant Repo as "CarRepository"


CarOwner -> UI : open register form

UI -> CarOwner : display input fields


alt CarOwner completes form

   CarOwner -> UI : submit car data

   UI -> Controller : validate input


   alt Input valid

      Controller -> Service : process new car

      Service -> Repo : save car

      Repo --> Service : confirmation

      Service --> Controller : success

      Controller --> UI : show success message

      UI --> CarOwner : registration complete

   else Input invalid or incomplete

      Controller --> UI : show error message

      UI --> CarOwner : request correction

   end

else CarOwner cancels input
```

CarOwner -> UI : cancel / close form

UI --> CarOwner : return to main screen

end

@enduml



Update Car Info

@startuml

actor CarOwner

participant UI

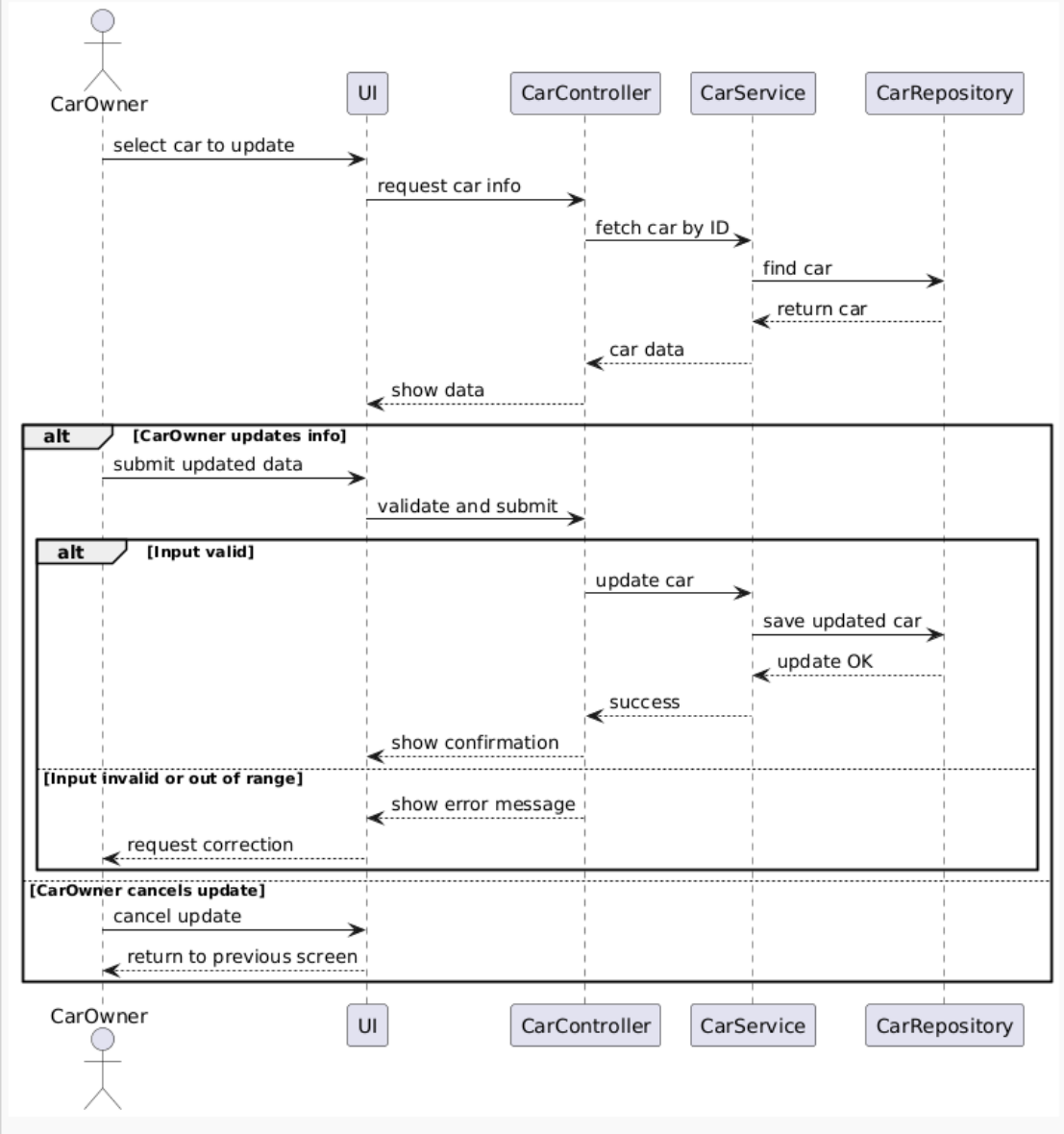
participant Controller as "CarController"

participant Service as "CarService"

participant Repo as "CarRepository"

```
CarOwner -> UI : select car to update
UI -> Controller : request car info
Controller -> Service : fetch car by ID
Service -> Repo : find car
Repo --> Service : return car
Service --> Controller : car data
Controller --> UI : show data

alt CarOwner updates info
    CarOwner -> UI : submit updated data
    UI -> Controller : validate and submit

    alt Input valid
        Controller -> Service : update car
        Service -> Repo : save updated car
        Repo --> Service : update OK
        Service --> Controller : success
        Controller --> UI : show confirmation
    else Input invalid or out of range
        Controller --> UI : show error message
        UI --> CarOwner : request correction
    end
else CarOwner cancels update
    CarOwner -> UI : cancel update
    UI --> CarOwner : return to previous screen
end
```

@enduml



Book Car + Pay for Car

@startuml

actor Renter

participant UI

participant BookingController

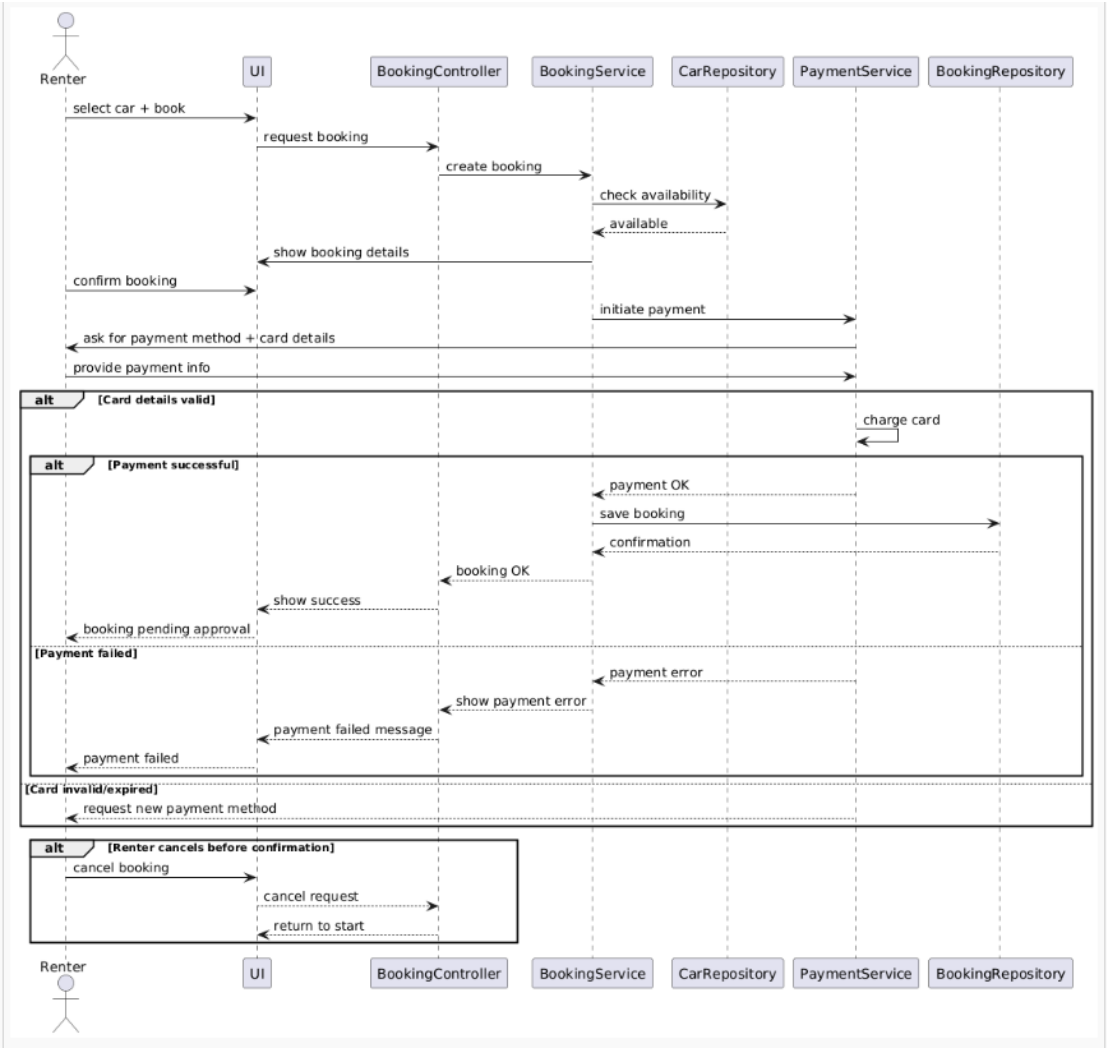
participant BookingService

participant CarRepository

participant PaymentService

```
participant BookingRepository

Renter -> UI : select car + book
UI -> BookingController : request booking
BookingController -> BookingService : create booking
BookingService -> CarRepository : check availability
CarRepository --> BookingService : available

BookingService -> UI : show booking details
Renter -> UI : confirm booking

BookingService -> PaymentService : initiate payment
PaymentService -> Renter : ask for payment method + card details
Renter -> PaymentService : provide payment info

alt Card details valid
   PaymentService -> PaymentService : charge card
   alt Payment successful
      PaymentService --> BookingService : payment OK
      BookingService -> BookingRepository : save booking
      BookingRepository --> BookingService : confirmation
      BookingService --> BookingController : booking OK
      BookingController --> UI : show success
      UI --> Renter : booking pending approval
   else Payment failed
      PaymentService --> BookingService : payment error
      BookingService --> BookingController : show payment error
```

```
        BookingController --> UI : payment failed message
        UI --> Renter : payment failed
    end
else Card invalid/expired
    PaymentService --> Renter : request new payment method
end

alt Renter cancels before confirmation
    Renter -> UI : cancel booking
    UI --> BookingController : cancel request
    BookingController --> UI : return to start
end
@enduml
```



Approve Booking

@startuml

actor CarOwner

participant UI

participant Controller as "BookingController"

participant Service as "BookingService"

participant Repo as "BookingRepository"

participant NotificationService

CarOwner -> UI : view pending bookings

UI -> Controller : get requests

```
Controller -> Service : fetch pending bookings
Service -> Repo : query pending
Repo --> Service : list
Service --> Controller : return list
Controller --> UI : show list

alt CarOwner approves booking
    CarOwner -> UI : approve request
    UI -> Controller : confirm approval
    Controller -> Service : update status
    Service -> Repo : set status = approved
    Repo --> Service : success
    Service -> NotificationService : notify renter (approved)
    NotificationService --> Service : notified
    Service --> Controller : done
    Controller --> UI : show approval success
else CarOwner rejects booking
    CarOwner -> UI : reject request
    UI -> Controller : confirm rejection
    Controller -> Service : update status
    Service -> Repo : set status = rejected
    Repo --> Service : success
    Service -> NotificationService : notify renter (rejected)
    NotificationService --> Service : notified
    Service --> Controller : done
    Controller --> UI : show rejection success
else Booking expired (timeout)
```

Service -> Repo : set status = expired

Repo --> Service : success

Service -> NotificationService : notify renter (expired)

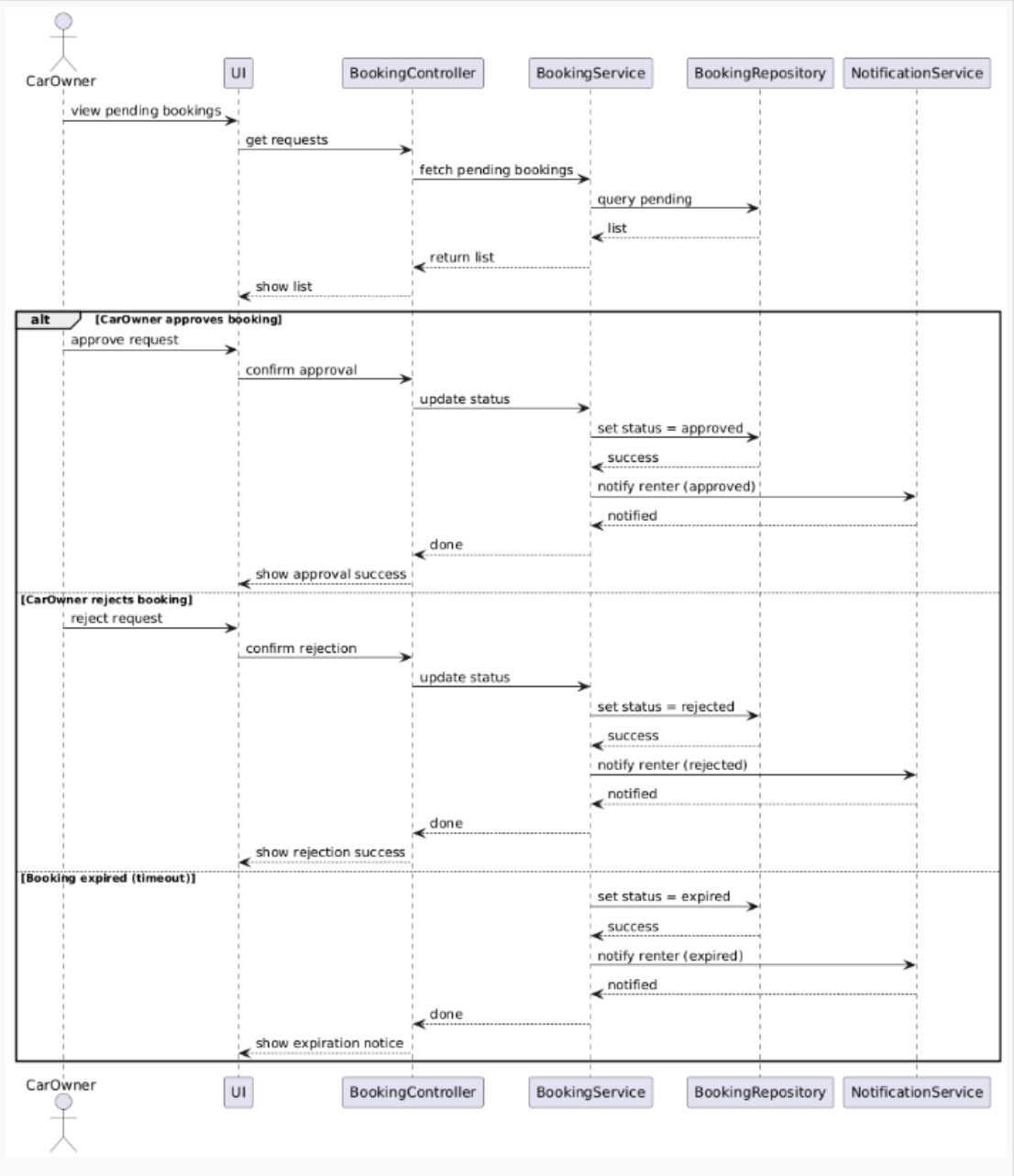
NotificationService --> Service : notified

Service --> Controller : done

Controller --> UI : show expiration notice

end

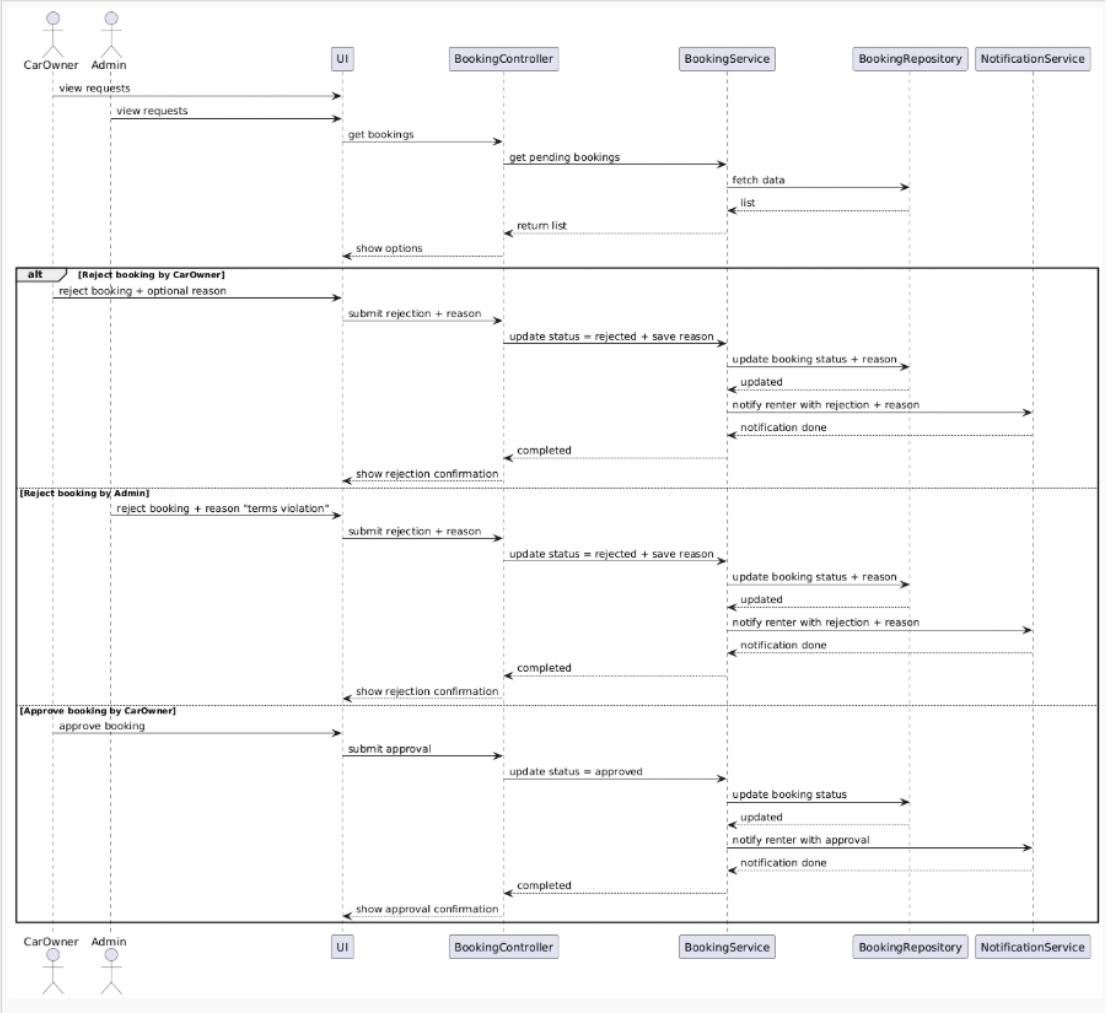
@enduml



Reject Booking

```
@startuml

actor CarOwner

actor Admin

participant UI

participant BookingController as Controller

participant BookingService as Service

participant BookingRepository as Repo

participant NotificationService


CarOwner -> UI : view requests

Admin -> UI : view requests

UI -> Controller : get bookings

Controller -> Service : get pending bookings

Service -> Repo : fetch data

Repo --> Service : list

Service --> Controller : return list

Controller --> UI : show options


alt Reject booking by CarOwner

   CarOwner -> UI : reject booking + optional reason

   UI -> Controller : submit rejection + reason

   Controller -> Service : update status = rejected + save reason

   Service -> Repo : update booking status + reason

   Repo --> Service : updated

   Service -> NotificationService : notify renter with rejection + reason

   NotificationService --> Service : notification done
```

```
    Service --> Controller : completed
    Controller --> UI : show rejection confirmation
else Reject booking by Admin
    Admin -> UI : reject booking + reason "terms violation"
    UI -> Controller : submit rejection + reason
    Controller -> Service : update status = rejected + save reason
    Service -> Repo : update booking status + reason
    Repo --> Service : updated
    Service -> NotificationService : notify renter with rejection + reason
    NotificationService --> Service : notification done
    Service --> Controller : completed
    Controller --> UI : show rejection confirmation
else Approve booking by CarOwner
    CarOwner -> UI : approve booking
    UI -> Controller : submit approval
    Controller -> Service : update status = approved
    Service -> Repo : update booking status
    Repo --> Service : updated
    Service -> NotificationService : notify renter with approval
    NotificationService --> Service : notification done
    Service --> Controller : completed
    Controller --> UI : show approval confirmation
end
@enduml
```



Cancel Booking

@startuml

actor User

participant UI

participant BookingController as Controller

participant BookingService as Service

participant BookingRepository as Repo

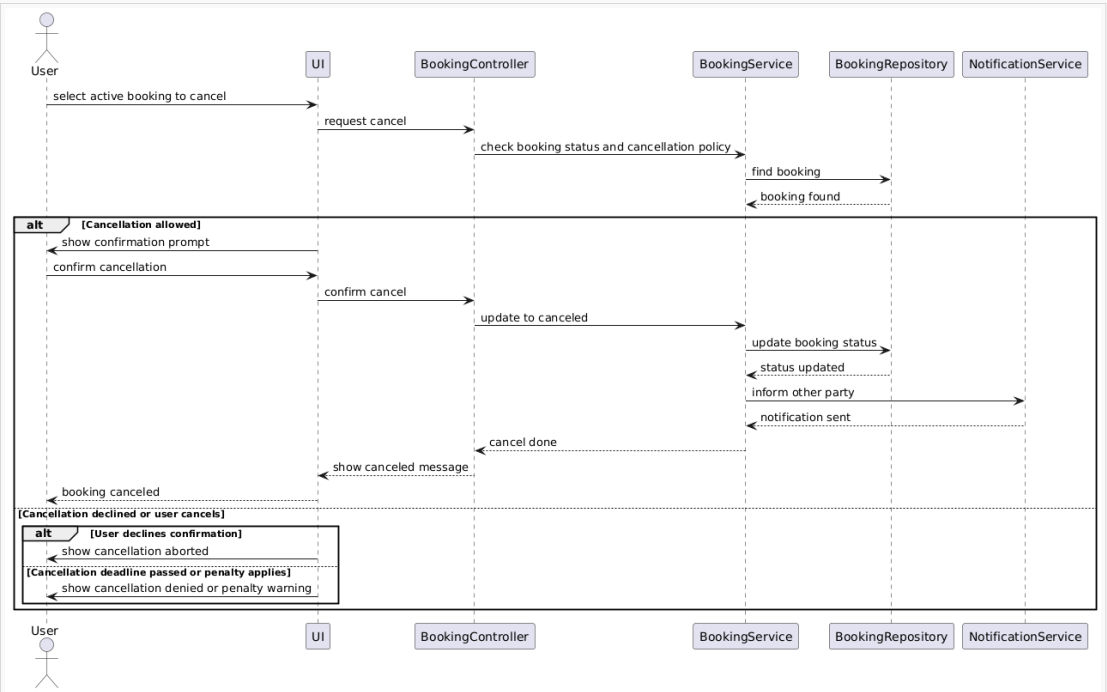
participant NotificationService

User -> UI : select active booking to cancel

UI -> Controller : request cancel

Controller -> Service : check booking status and cancellation policy

```
Service -> Repo : find booking
Repo --> Service : booking found

alt Cancellation allowed
    UI -> User : show confirmation prompt
    User -> UI : confirm cancellation
    UI -> Controller : confirm cancel
    Controller -> Service : update to canceled
    Service -> Repo : update booking status
    Repo --> Service : status updated
    Service -> NotificationService : inform other party
    NotificationService --> Service : notification sent
    Service --> Controller : cancel done
    Controller --> UI : show canceled message
    UI --> User : booking canceled
else Cancellation declined or user cancels
    alt User declines confirmation
        UI -> User : show cancellation aborted
    else Cancellation deadline passed or penalty applies
        UI -> User : show cancellation denied or penalty warning
    end
end
@enduml
```



Leave Review

@startuml

actor Renter

participant UI

participant ReviewController as Controller

participant ReviewService as Service

participant ReviewRepository as Repo

Renter -> UI : leave review

UI -> Controller : submit review data

alt valid review

    Controller -> Service : validate + create

    Service -> Repo : save review

    Repo --> Service : saved

    Service --> Controller : done

Controller --> UI : show success

else user cancels

UI --> Renter : cancel process, no save

else inappropriate comment

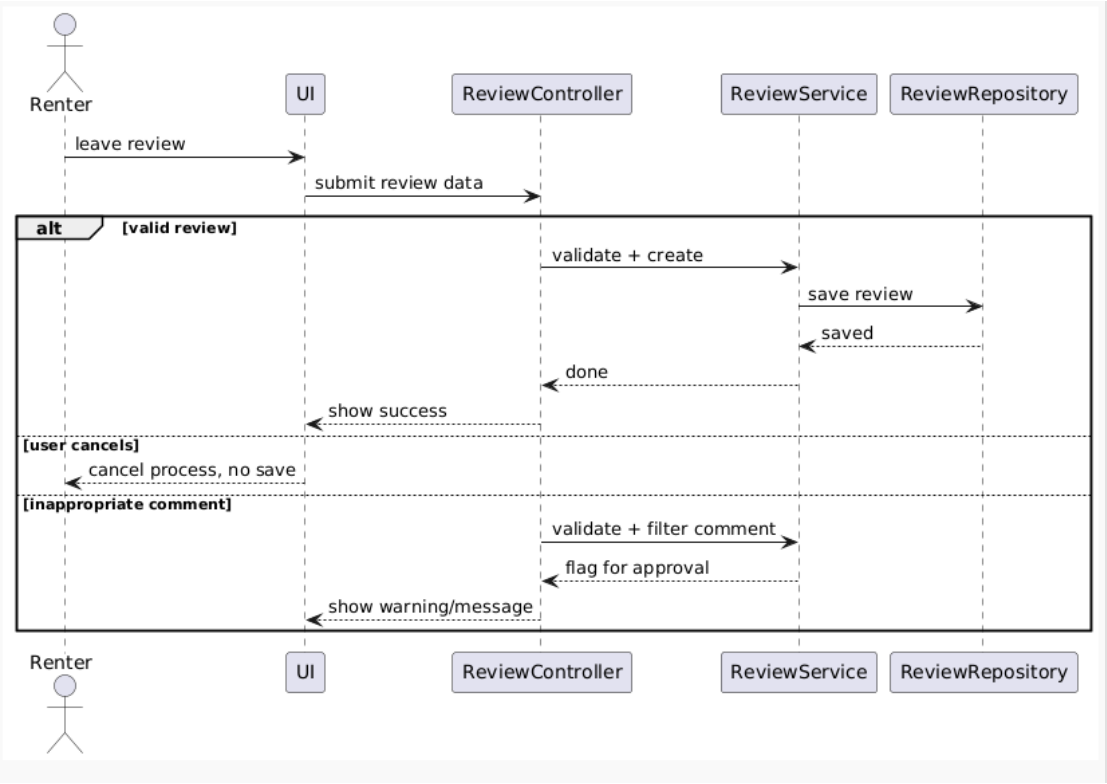
Controller -> Service : validate + filter comment

Service --> Controller : flag for approval

Controller --> UI : show warning/message

end

@enduml



Resolve Dispute

@startuml

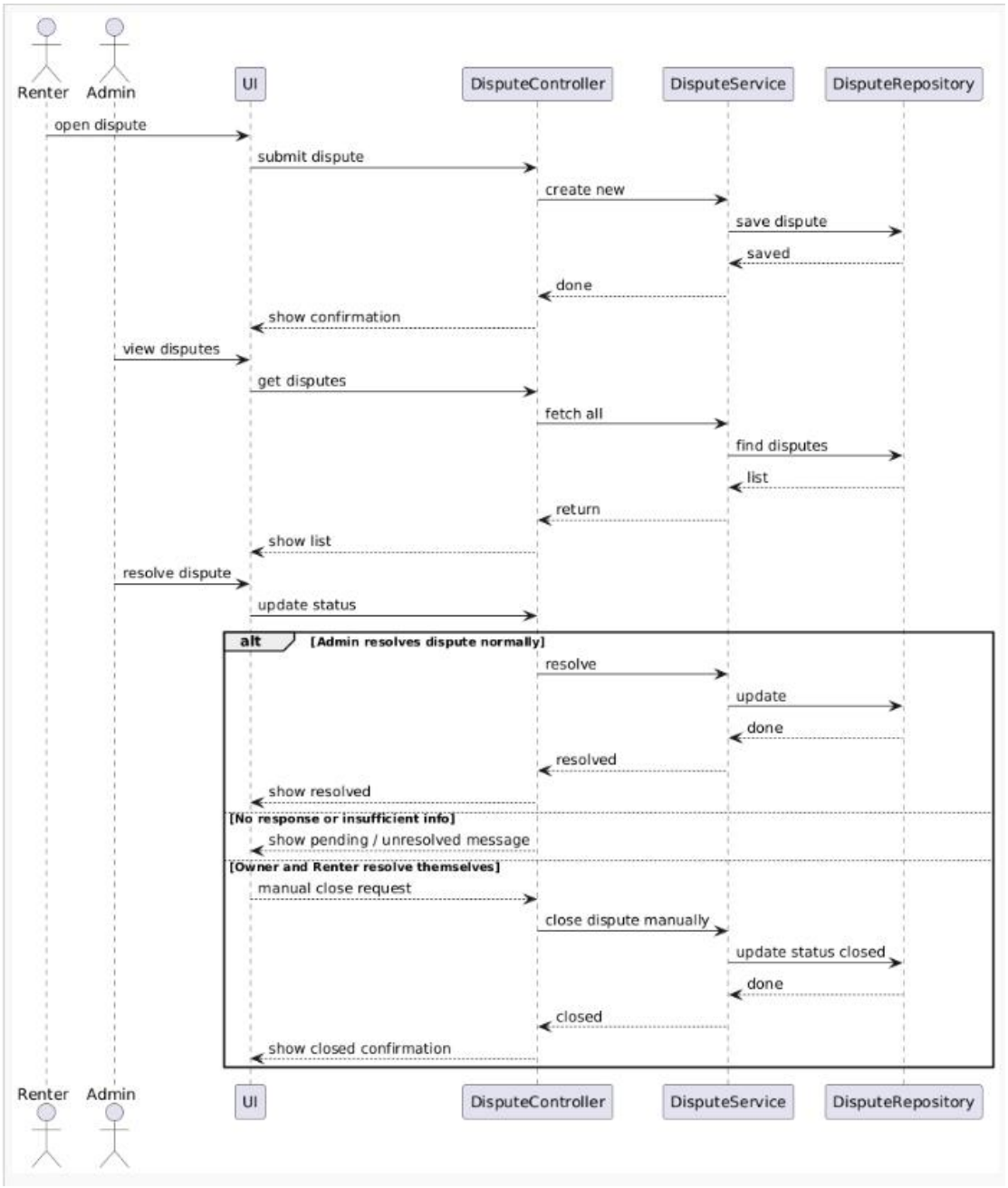
actor Renter

actor Admin

participant UI

```
participant DisputeController as Controller

participant DisputeService as Service

participant DisputeRepository as Repo

Renter -> UI : open dispute

UI -> Controller : submit dispute

Controller -> Service : create new

Service -> Repo : save dispute

Repo --> Service : saved

Service --> Controller : done

Controller --> UI : show confirmation

Admin -> UI : view disputes

UI -> Controller : get disputes

Controller -> Service : fetch all

Service -> Repo : find disputes

Repo --> Service : list

Service --> Controller : return

Controller --> UI : show list

Admin -> UI : resolve dispute

UI -> Controller : update status

alt Admin resolves dispute normally

    Controller -> Service : resolve

    Service -> Repo : update

    Repo --> Service : done
```

```
    Service --> Controller : resolved
    Controller --> UI : show resolved

else No response or insufficient info
    Controller --> UI : show pending / unresolved message

else Owner and Renter resolve themselves
    UI --> Controller : manual close request
    Controller -> Service : close dispute manually
    Service -> Repo : update status closed
    Repo --> Service : done
    Service --> Controller : closed
    Controller --> UI : show closed confirmation
end

@enduml
```



Manage Users & Cars

@startuml

actor Admin

participant UI

participant AdminController as Controller

participant UserService

participant CarService

```
participant UserRepository as UserRepo

participant CarRepository as CarRepo

Admin -> UI : open management panel

UI -> Controller : get all users + cars

Controller -> UserService : get users

UserService -> UserRepo : find all

UserRepo --> UserService : user list

Controller -> CarService : get cars

CarService -> CarRepo : find all

CarRepo --> CarService : car list

Controller --> UI : combined data

UI --> Admin : show dashboard

alt Admin does not perform actions

  note right

    Admin just views info and closes.

    No changes made.

  end note

else Admin blocks user or hides data

  Admin -> UI : select user/car to block or hide

  UI -> Controller : submit block/hide request

  Controller -> UserService : block user / update status
```

Controller -> CarService : hide car / update status

UserService -> UserRepo : update user status

CarService -> CarRepo : update car status

UserRepo --> UserService : update confirmation

CarRepo --> CarService : update confirmation

UserService --> Controller : done

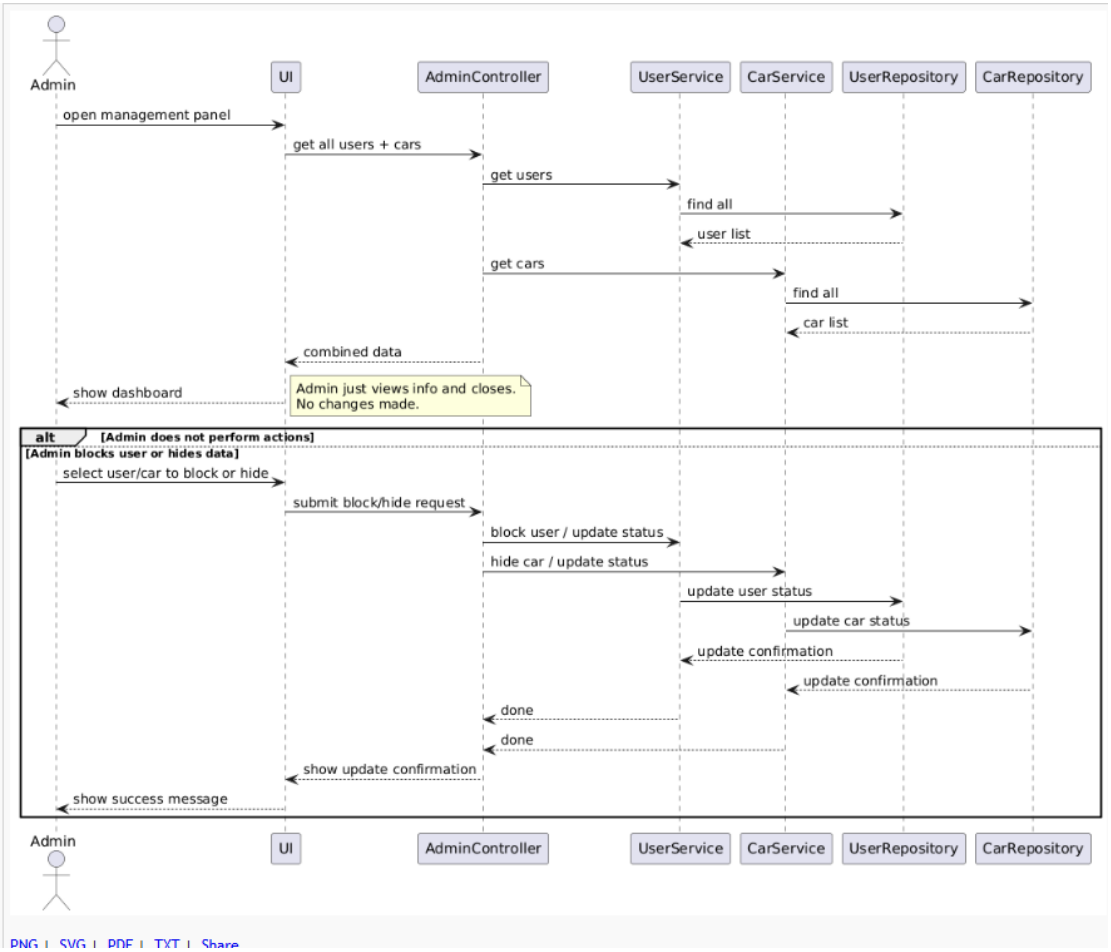
CarService --> Controller : done

Controller --> UI : show update confirmation

UI --> Admin : show success message

end

@enduml



View Reports

```
@startuml

actor Admin

participant UI

participant ReportController as Controller

participant ReportService as Service

participant BookingRepository as Repo


Admin -> UI : open reports

UI -> Controller : get stats (optional filters)

Controller -> Service : fetch stats (filters)

Service -> Repo : get data (filters)

Repo --> Service : data set


alt data set is empty

  Service --> Controller : no data

  Controller --> UI : show "No data available"

else data set has entries

  Service --> Controller : generate report

  Controller --> UI : show report

  UI --> Admin : display charts/data

end


alt Admin applies filters

  Admin -> UI : set filters

  UI -> Controller : get filtered stats
```

Controller -> Service : fetch stats (filters)

Service -> Repo : get filtered data

Repo --> Service : filtered data set

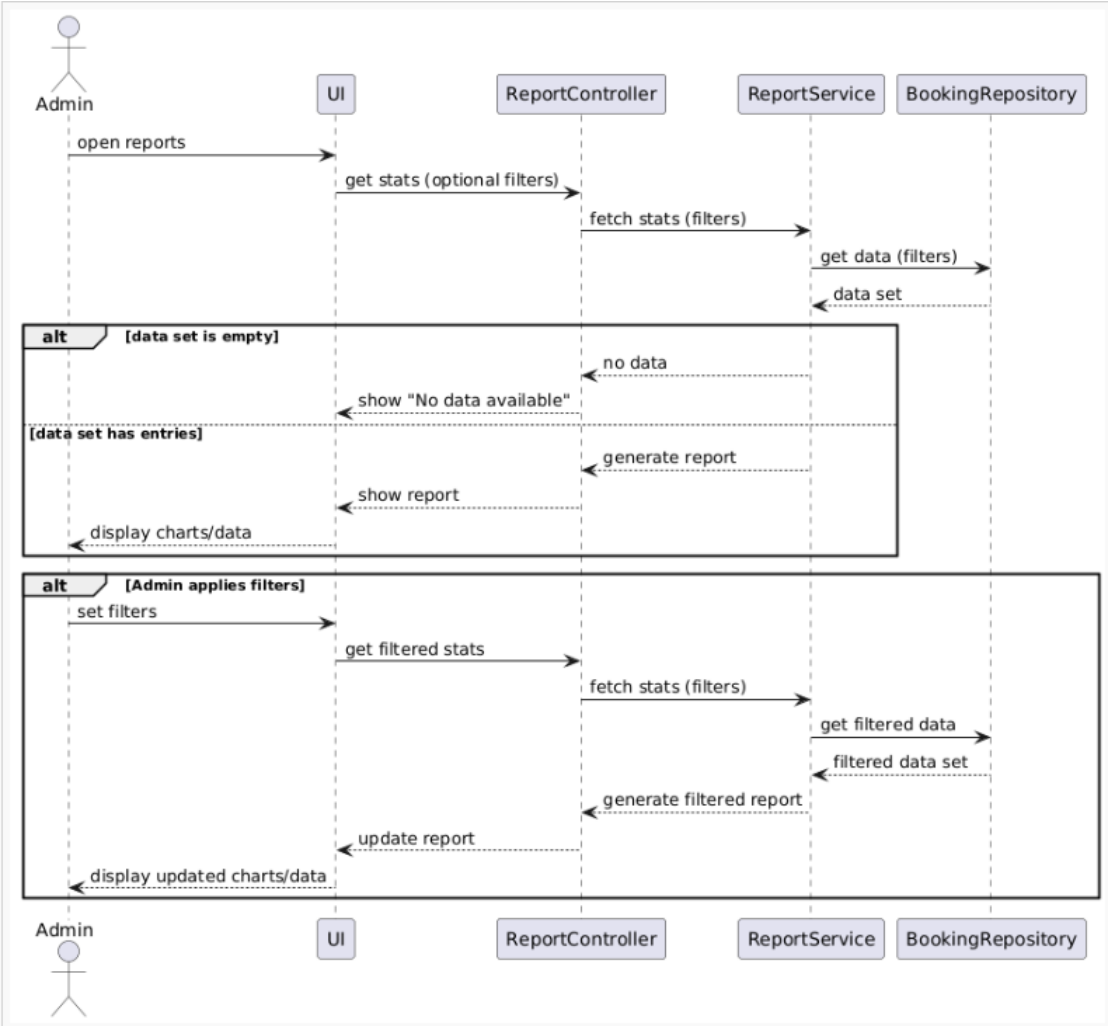
Service --> Controller : generate filtered report

Controller --> UI : update report

UI --> Admin : display updated charts/data

end

@enduml



Search Car (Renter)

@startuml

```
actor Renter

participant UI

participant SearchController as Controller

participant SearchService as Service

participant CarRepository as Repo


Renter -> UI : open search screen

UI -> Controller : request search form

Controller --> UI : display form


Renter -> UI : enter criteria (location, dates, price range)

UI -> Controller : submit search criteria

Controller -> Service : validate criteria


alt criteria valid

    Service -> Repo : find available cars(criteria)

    Repo --> Service : available cars list


    alt cars found

        Service --> Controller : return cars list

        Controller --> UI : display available cars

        UI --> Renter : show list

    else no cars found

        Service --> Controller : no cars found

        Controller --> UI : show "No cars found, suggest change criteria"

        UI --> Renter : show message
```

end

else criteria invalid

Service --> Controller : invalid criteria error

Controller --> UI : show warning and request correction

UI --> Renter : show warning

end

Renter -> UI : optionally filter or select car

@enduml