**Constructor:**

We use a default constructor to initialized an object

**Enum:**

We use enum as a way to list the variables and call into it in the movie class.

**Inheritance:**

The Rental and Purchase Movie class inherits the Movie class so that we can reuse the variable without having to recreate it

**Encapsulation**:

We get the variables from the main class by using setters and getters

|  |  |  |
| --- | --- | --- |
| Use Case Name | | Select movie to purchase |
| Actor | | Movie User |
| Entry Criteria and Trigger | | It’s movie night and the user wants to purchase a movie to watch with his friend |
| Outcome | | The customer purchase the movie |
| Step # | Description of Interaction | |
| 1 | The user opens the Movie app | |
| 2 | The system asks the user if they want to rent or purchase a movie | |
| 3 | The user tells the system that they want to purchase a movie | |
| 4 | The app then asks the user what is the name of the movie | |
| 5 | The user tells the system that the name of the movie | |
| 6 | The system asks the user the price of the movie | |
| 7 | The user tells the system the price of the movie | |
| 8 | The systems prints out the receipt which displays the name of the movie, it’s price, and finally whether the movie is rented or purchased | |
| 9 | The user logs out of the system after they receive their transaction receipt | |



