

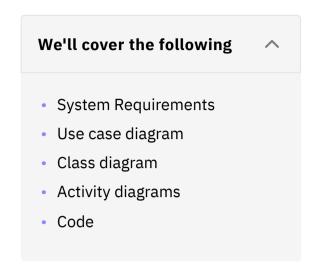




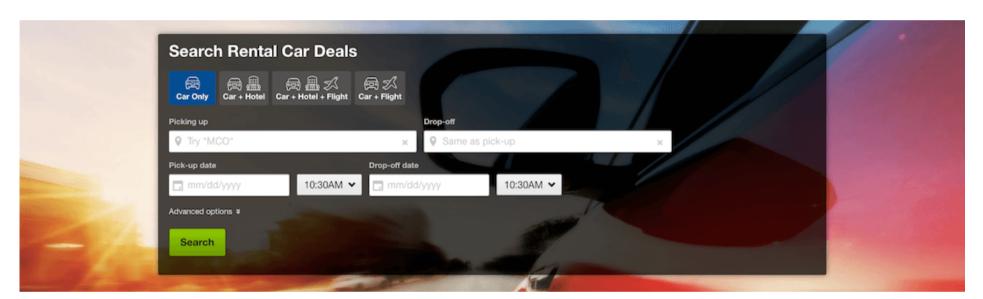
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## **Design a Car Rental System**

Let's design a car rental system where customers can rent vehicles.



A Car Rental System is a software built to handle the renting of automobiles for a short period of time, generally ranging from a few hours to a few weeks. A car rental system often has numerous local branches (to allow its user to return a vehicle to a different location), and primarily located near airports or busy city areas.



#### **System Requirements**

We will focus on the following set of requirements while designing our Car Rental System:

- 1. The system will support the renting of different automobiles like cars, trucks, SUVs, vans, and motorcycles.
- 2. Each vehicle should be added with a unique barcode and other details, including a parking stall number which helps to locate the vehicle.
- 3. The system should be able to retrieve information like which member took a particular vehicle or what vehicles have been rented out by a specific member.
- 4. The system should collect a late-fee for vehicles returned after the due date.
- 5. Members should be able to search the vehicle inventory and reserve any available vehicle.
- 6. The system should be able to send notifications whenever the reservation is approaching the pick-up date, as well as when the vehicle is nearing the due date or has not been returned within the due date.
- 7. The system will be able to read barcodes from vehicles.
- 8. Members should be able to cancel their reservations.
- 9. The system should maintain a vehicle log to track all events related to the vehicles.
- 10. Members can add rental insurance to their reservation.
- 11. Members can rent additional equipment, like navigation, child seat, ski rack, etc.
- 12. Members can add additional services to their reservation, such as roadside assistance, additional driver, wifi, etc.

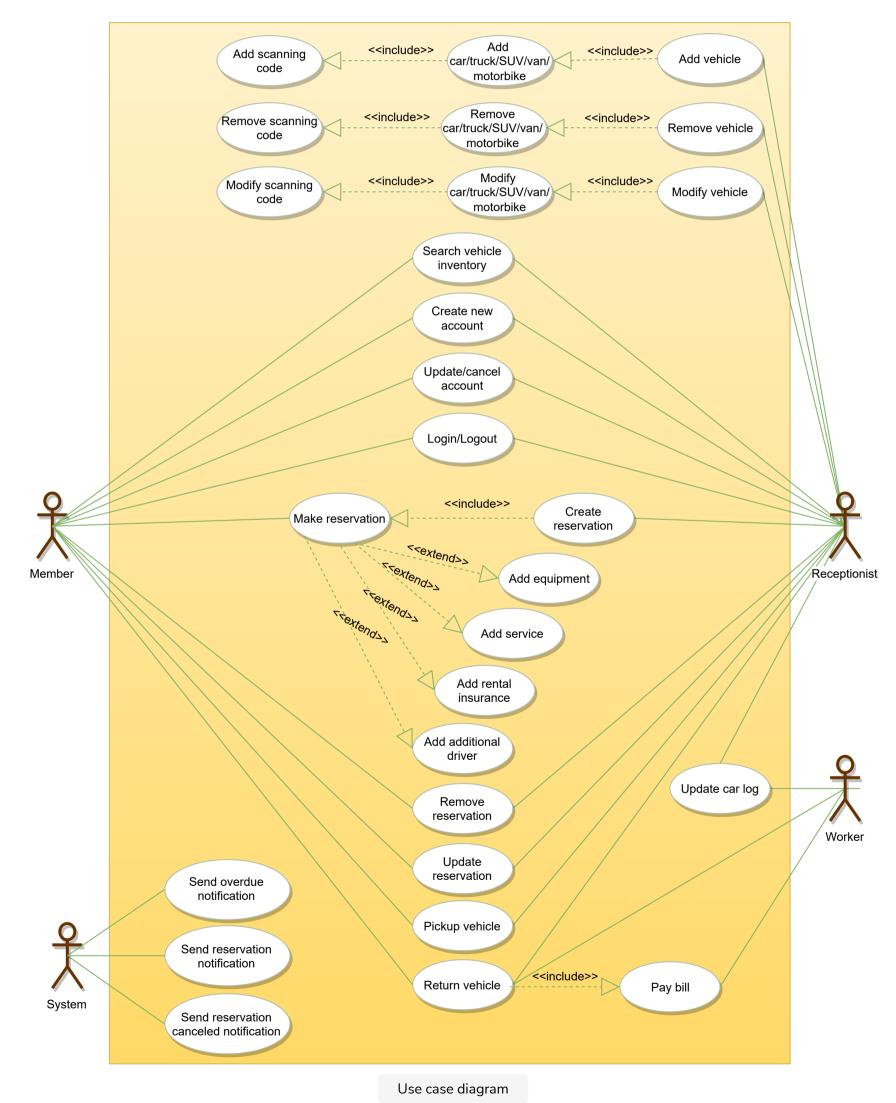
#### Use case diagram

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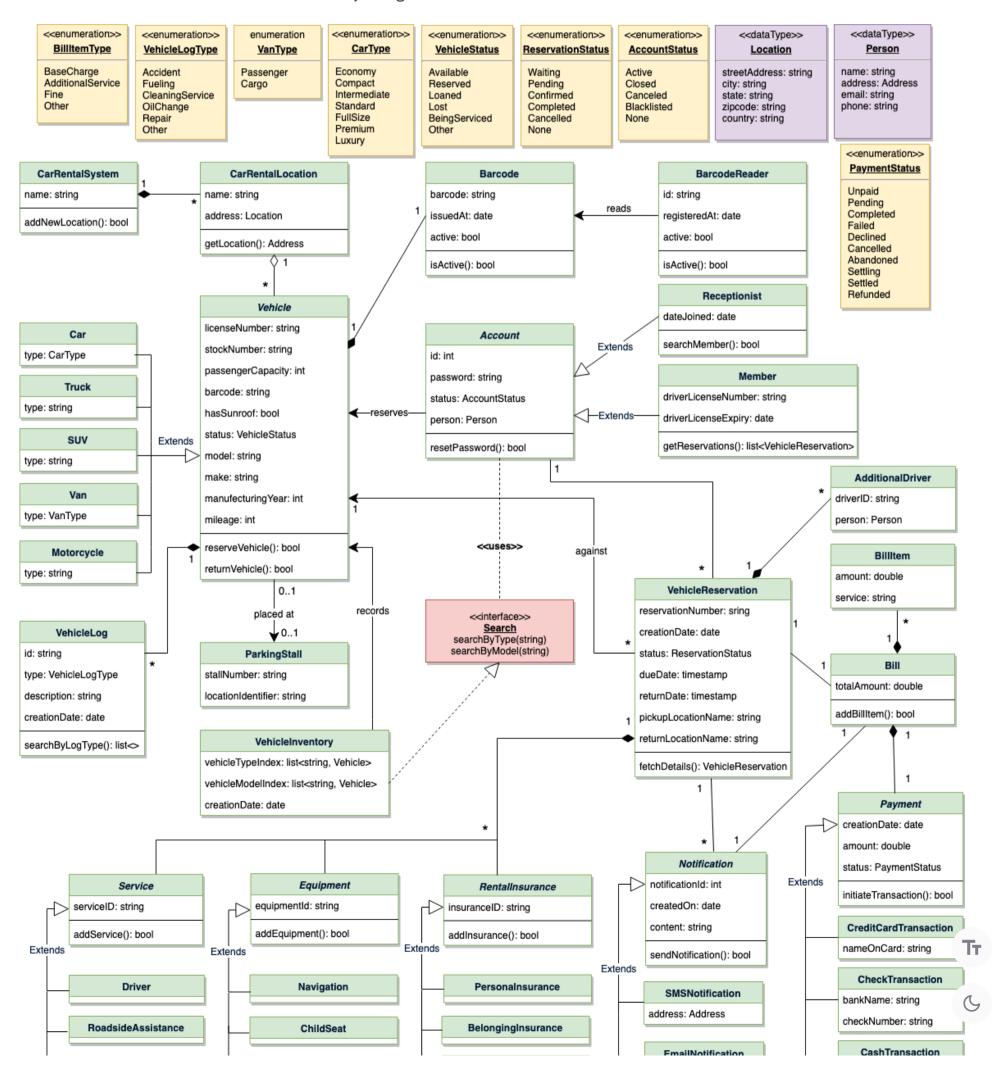
We have four main Actors in our system:

• Receptionist: Mainly responsible for adding and modifying vehicles and workers. Receptionists can also reserve vehicles.

- **Member:** All members can search the catalog, as well as reserve, pick-up, and return a vehicle.
- System: Mainly responsible for sending notifications about overdue vehicles, canceled reservation, etc.
- Worker: Mainly responsible for taking care of a returned vehicle and updating the vehicle log.
- Here are the top use cases of the Car Rental System:
  - Add/Remove/Edit vehicle: To add, remove or modify a vehicle.
  - Search catalog: To search for vehicles by type and availability.
  - Register new account/Cancel membership: To add a new member or cancel an existing membership.
  - Reserve vehicle: To reserve a vehicle.
  - Check-out vehicle: To rent a vehicle.
  - Return a vehicle: To return a vehicle which was checked-out to a member.
  - Add equipment: To add an equipment to a reservation like navigation, child seat, etc.
  - **Update car log:** To add or update a car log entry, such as refueling, cleaning, damage, etc.



- CarRentalSystem: The main part of the organization for which this software has been designed.
- **CarRentalLocation:** The car rental system will have multiple locations, each location will have attributes like 'Name' to distinguish it from any other locations and 'Address' which defines the address of the rental location.
- **Vehicle:** The basic building block of the system. Every vehicle will have a barcode, license plate number, passenger capacity, model, make, mileage, etc. Vehicles can be of multiple types, like car, truck, SUV, etc.
- **Account:** Mainly, we will have two types of accounts in the system, one will be a general member and the other will be a receptionist. Another account can be of the worker taking care of the returned vehicle.
- VehicleReservation: This class will be responsible for managing reservations for a vehicle.
- Notification: Will take care of sending notifications to members.
- VehicleLog: To keep track of all the events related to a vehicle.
- RentalInsurance: Stores details about the various rental insurances that members can add to their reservation.
- **Equipment:** Stores details about the various types of equipment that members can add to their reservation.
- **Service:** Stores details about the various types of service that members can add to their reservation, such as additional drivers, roadside assistance, etc.
- Bill: Contains different bill-items for every charge for the reservation.

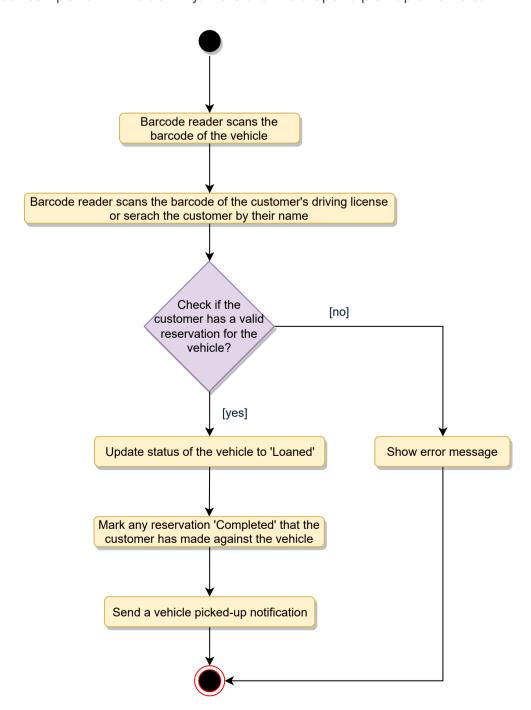


Class diagram

**UML** conventions <<interface>> <u>Name</u> Interface: Classes implement interfaces, denoted by Generalization. method1() ClassName property\_name: type Class: Every class can have properties and methods. Abstract classes are identified by their Italic names. method(): type Generalization: A implements B. Inheritance: A inherits from B. A "is-a" B. Use Interface: A uses interface B. **Association**: A and B call each other. Uni-directional Association: A can call B, but not vice versa. **Aggregation**: A "has-an" instance of B. B can exist without A. **Composition**: A "has-an" instance of B. B cannot exist without A.

### **Activity diagrams**

Pick up a vehicle: Any member can perform this activity. Here are the steps to pick up a vehicle:

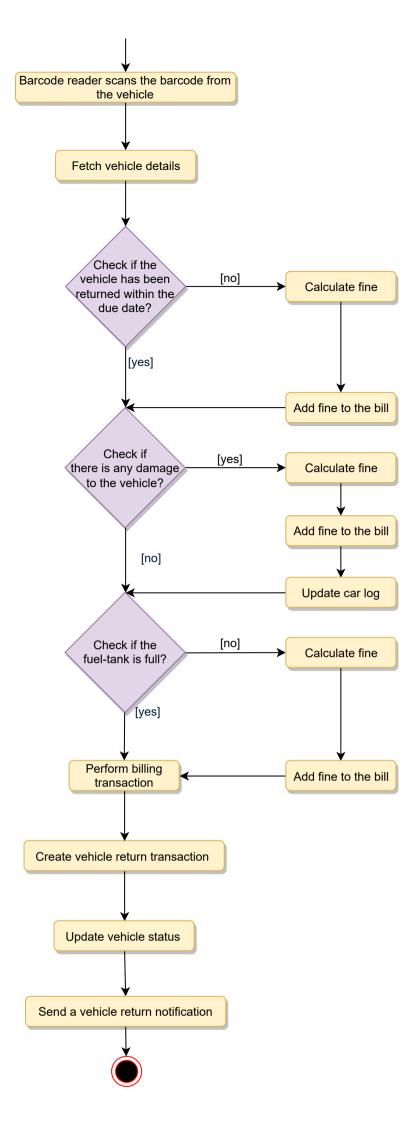


**Return a vehicle:** Any worker can perform this activity. While returning a vehicle, the system must collect a late fee from the member if the return date is after the due date. Here are the steps for returning a vehicle:









### Code

Here is the high-level definition for the classes described above.

**Enums, data types and constants:** Here are the required enums, data types, and constants:

```
class BillitemType(Enum):

BASE_CHARGE, ADDITIONAL_SERVICE, FINE, OTHER = 1, 2, 3, 4

class VehicleLogType(Enum):

ACCIDENT, FUELING, CLEANING_SERVICE, OIL_CHANGE, REPAIR, OTHER = 1, 2, 3, 4, 5, 6

Class VanType(Enum):

PASSENGER, CARGO = 1, 2
```

```
class CarType(Enum):
    ECONOMY, COMPACT, INTERMEDIATE, STANDARD, FULL_SIZE, PREMIUM, LUXURY = 1, 2, 3, 4, 5, 6, 7

class VehicleStatus(Enum):
    AVAILABLE, RESERVED, LOANED, LOST, BEING_SERVICED, OTHER = 1, 2, 3, 4, 5, 6

class ReservationStatus(Enum):
    ACTIVE, PENDING, CONFIRMED, COMPLETED, CANCELLED, NONE = 1, 2, 3, 4, 5, 6

class AccountStatus(Enum):
    ACTIVE, CLOSED, CANCELED, BLACKLISTED, BLOCKED = 1, 2, 3, 4, 5
```

Account, Member, Receptionist, and Additional Driver: These classes represent different people that interact with our system:

```
Python
Java
     # For simplicity, we are not defining getter and setter functions. The reader can
    # assume that all class attributes are private and accessed through their respective
     # public getter methods and modified only through their public methods function.
     from abc import ABC, abstractmethod
     class Account(ABC):
      def __init__(self, id, password, person, status=AccountStatus.NONE):
        self.__id = id
        self.__password = password
        self.__status = AccountStatus.NONE
        self.__person = person
      def reset_password(self):
        None
     class Member(Account):
      def __init__(self):
        self.__total_vehicles_reserved = 0
       def get_reservations(self):
        None
     class Receptionist(Account):
```

**CarRentalSystem and CarRentalLocation:** These classes represent the top level classes:

```
class CarRentalLocation:

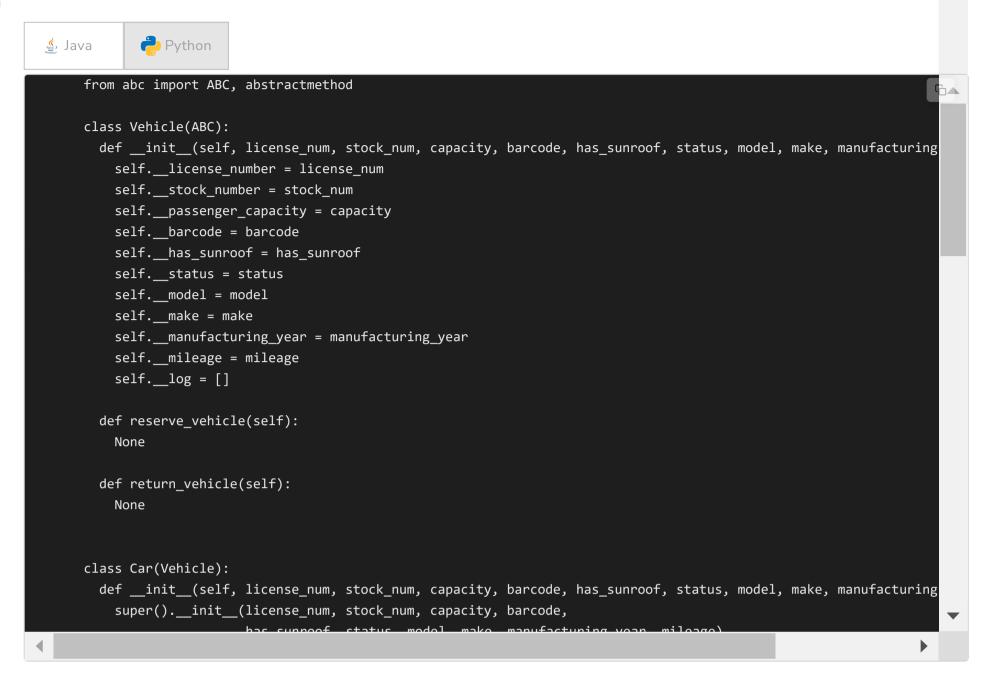
def __init__(self, name, address):
    self.__name = name
    self.__location = address

def get_location(self):
    return self.__location

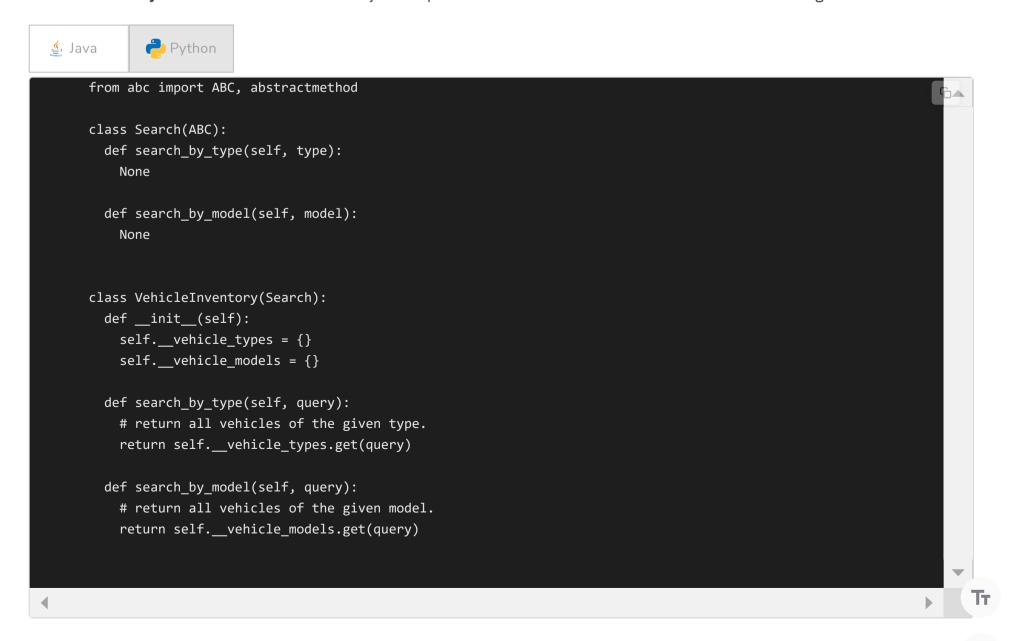
class CarRentalSystem:
    def __init__(self, name):
        self.__name = name
        self.__name = name
        self.__locations = []

def add_new_location(self, location):
        None
```

**Vehicle, VehicleLog, and VehicleReservation:** To encapsulate a vehicle, log, and reservation. The VehicleReservation class will be responsible for processing the reservation and return of a vehicle:



VehicleInventory and Search: VehicleInventory will implement an interface 'Search' to facilitate the searching of vehicles:



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