



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

FACULTY OF COMPUTING
UTM Johor Bahru

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SECTION 10

LECTURER: ROZILAWATI BINTI DOLLAH @ MD ZAIN

PROJECT TITLE:
HASTA CAR RENTAL
(PHASE 2)

GROUP: MEOW

GROUP MEMBER	MATRIC NUMBER
NADIA SYAHADAH BINTI SAHARUDIN	A22EC0225
NURFAZRINA SYAKILA BINTI BAHARUDDIN	A21SC0276
NUR AQILA NATASHA BINTI HAZIDI	A22EC0243
AMIRAH SYAZWANI BINTI SAPUAN	A22EC0139

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1.0 Introduction

We are enrolled as undergraduate students at the University of Technology Malaysia, currently in our second year, first semester, pursuing a Bachelor's Degree in Computer Science with Honors, specializing in Graphic and Multimedia Software. The development of this project proposal aligns with the academic requirements of our SECD2523 Database course, specifically Section 10, under the guidance of our esteemed lecturer, Dr. Rozilawati Binti Dollah @ Md Zain. The focus of our project revolves around addressing a crucial challenge faced by an e-commerce entity, HASTA car service rental. As they do not have a digital system yet, we want to conceptualize and construct an integrated digital system and ensure details tailored to enhance efficiency and align seamlessly with the objectives and purposes of HASTA's operations.

2.0 DFD (to-be)

2.1 Context Diagram

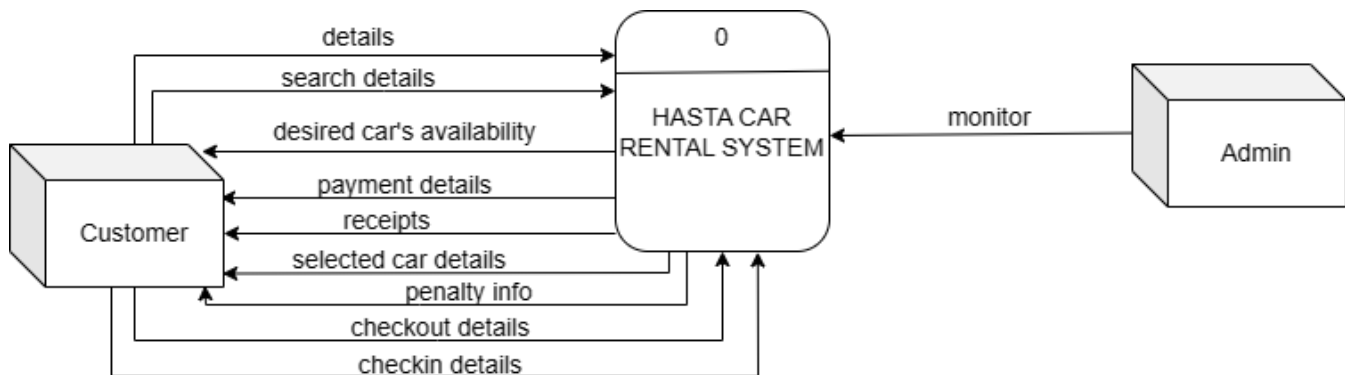


Figure 2.1: Context diagram

2.2 Diagram 0

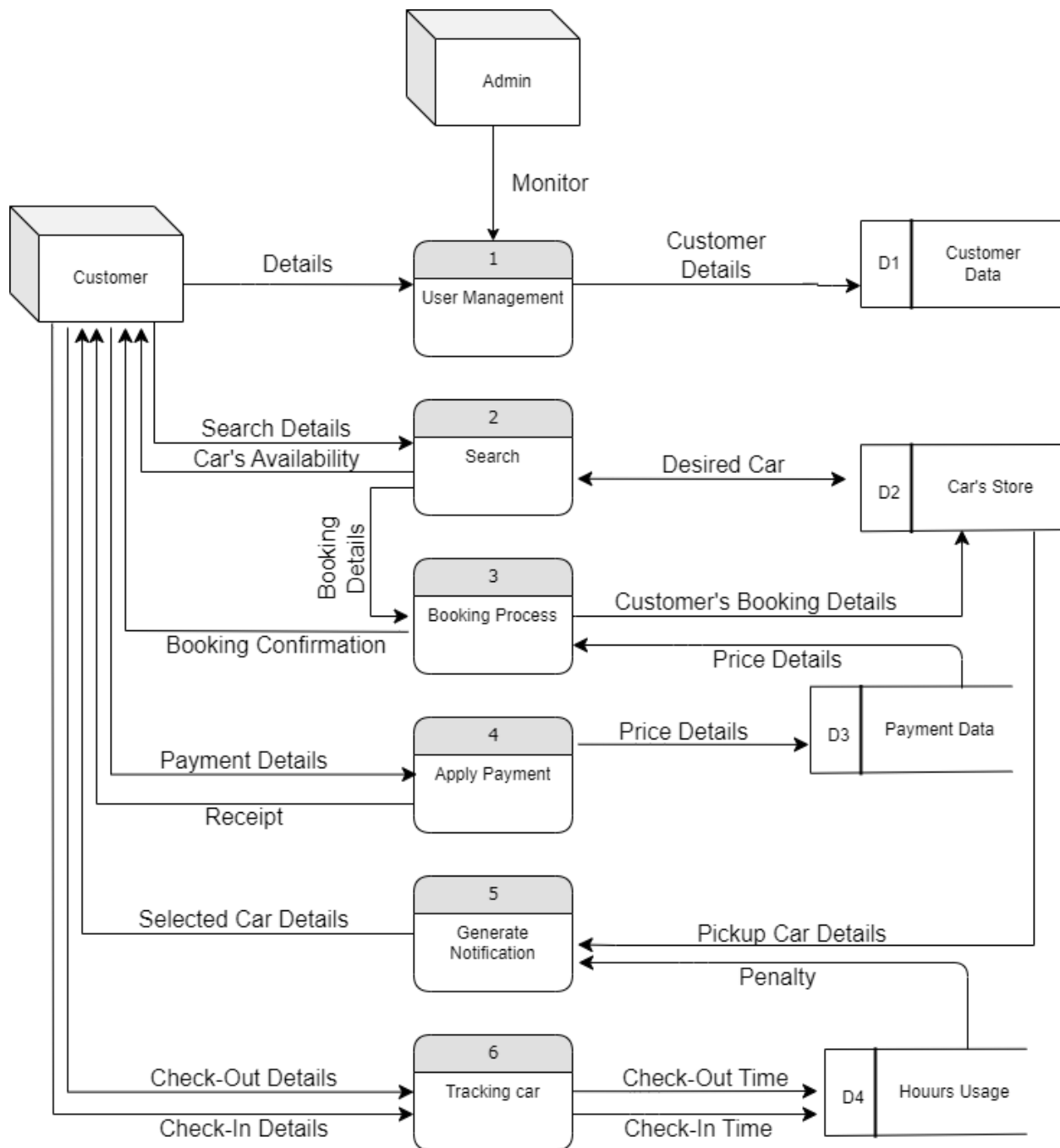


Figure 2.2: Diagram 0

2.3 Child Diagram

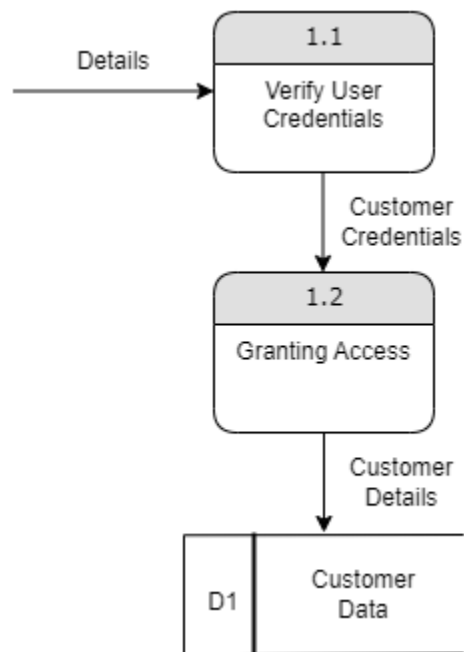


Figure 2.3.1: Child Diagram 1

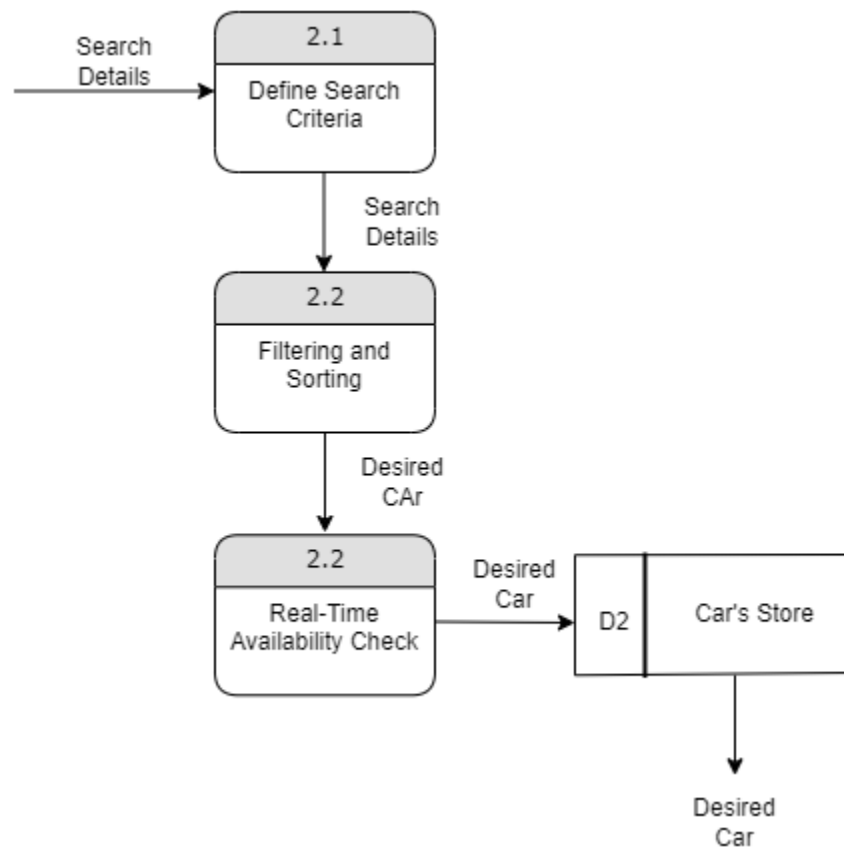


Figure 2.3.2: Child Diagram 2

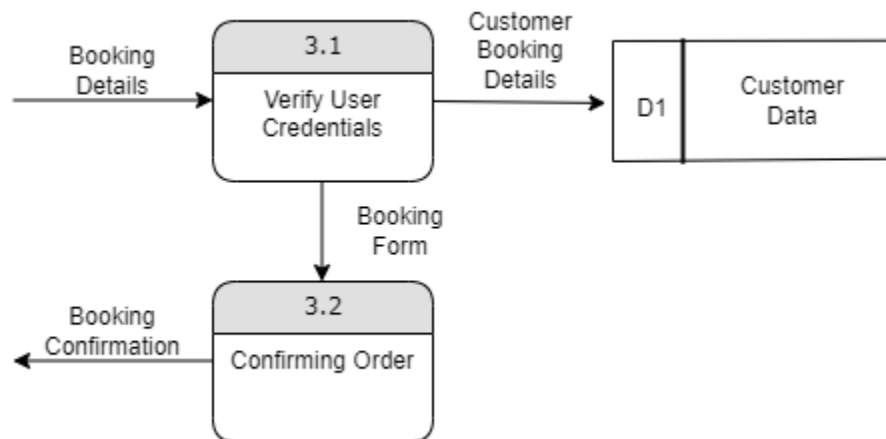


Figure 2.3.3: Child Diagram 3

3.0 Data & Transaction requirement

3.1 Proposed business rule

- Every customer and admin must register with a unique email address and phone number for system access.
- Every customer and admin need to log in using their unique username and password before accessing the application.
- Each customer can make multiple orders.
- Each customer can make payments for their orders.
- Each customer can define search criteria and choose their preferred cars based on those criteria.
- Each customer and admin can receive multiple notifications.
- Only the admin has the authority to monitor the notifications.
- Customers can schedule pickups for their orders.
- Customers can schedule returns for the cars they rented.
- Admin can monitor inventory updates, including changes in availability status.
- Admin can monitor pickup information, including order details and date/time.
- Admin can monitor return information, including order details, date/time, and hours of usage.
- Every customer can define search criteria, such as category, price range, model, and brand.
- Each order records payments, including transaction details, total amount, and payment status.

3.2 Proposed data & transactional

Entity	Data	Data Entry	Data Update	Data Delete	Data Queries
Customer	<ul style="list-style-type: none"> • CustID • Name • PhoneNo • Email • ICNo • Sex 	Details entered by customers	Customer information updated in the system.	System delete customer information.	Query on customer's data.
Admin	<ul style="list-style-type: none"> • AdminID • Username • Password 	Details entered by admin	Admin information updated in the system.	Admin information can be deleted from the system based on AdminID.	Query on admin's data.
Order	<ul style="list-style-type: none"> • OrderID • CarID • CarPlates • CarBrand • CarModel • CarType • CarColour • PickupTime • ReturnTime 	Customers can make orders with the following details.	Order information can be updated based on OrderID.	Orders can be deleted based on OrderID.	Order information can be queried based on OrderID, CarID and UserID.
Payment	<ul style="list-style-type: none"> • PaymentID • OrderID • TransactionID • TotalAmount • Payment Date and Time • Payment Status 	Payment details can be entered with the following information.	Payment information can be updated based on PaymentID or OrderID.	Payments can be deleted based on PaymentID or OrderID.	Payment information can be queried based on PaymentID, OrderID and UserID.
Penalty	<ul style="list-style-type: none"> • PenaltyID • UserID • ReturnDate 	Penalties can be recorded with the following details.	Penalty information can be updated based on PenaltyID or UserID.	Penalties can be deleted based on PenaltyID or UserID.	Penalty information can be queried based on PenaltyID and UserID.
Return	<ul style="list-style-type: none"> • OrderID 	Return details	Return	Returns can be	Return

	<ul style="list-style-type: none"> • UserID • ReturnDate • ReturnTime • HoursUsage 	can be recorded with the following information.	information can be updated based on OrderID or UserID.	deleted based on OrderID or UserID.	information can be queried based on OrderID, UserID and ReturnDate.
Pickup	<ul style="list-style-type: none"> • OrderID • UserID • PickupDate • PickupTime 	Pickup details can be recorded with the following information.	Pickup information can be updated based on OrderID or UserID.	Pickups can be deleted based on OrderID or UserID.	Pickup information can be queried based on OrderID, UserID and PickupDate.
Inventory Update	<ul style="list-style-type: none"> • UpdateID • CarID • UpdateType • UpdateDate • Availability Status 	Admin manage InventoryUpdate	Inventory update information can be updated based on UpdateID or CarID.	Inventory updates can be deleted based on UpdateID or CarID.	Inventory update information can be queried based on UpdateID, CarID and UpdateType.
NotificationLog	<ul style="list-style-type: none"> • NotifID • UserID • NotiType • TimeStamp • Message 	Notification logs can be recorded with the following details.	Notification log information can be updated based on NotifID or UserID.	Notification logs can be deleted based on NotifID or UserID.	Notification log information can be queried based on NotifID, UserID and NotiType.
Registration	<ul style="list-style-type: none"> • UserID • PhoneNo • Email • ICNo • Sex 	Customers enter required details to register.	User information can be updated based on UserID.	User registrations can be deleted based on UserID.	User information can be queried based on UserID, PhoneNo, Email and ICNo.
SearchCriteria	<ul style="list-style-type: none"> • CriteriaID • UserID • Category • Price Range • Model • Brand 	Customers search for their preferred car.	Search criteria information can be updated based on CriteriaID or UserID.	Search criteria can be deleted based on CriteriaID or UserID.	Search criteria information can be queried based on CriteriaID, UserID, Category, Price Range, Model and Brand.
Transaction	<ul style="list-style-type: none"> • TransID • TransDate • TransTime • TransStatus 	Transaction details recorded from TransID in payment.	Transaction information can be updated based on TransID.	Transaction information can be deleted based on TransID.	Query on TransID.

4.0 Database conceptual design

4.1 Conceptual ERD

Figure 4.1 below is a conceptual ERD based on the to-be system of HASTA. The ERD has all entities involved for each module for the new system.

Module1: User Management

Entities: Registration

They will be responsible for verifying user identity during login using credentials and capturing user details for account creation, facilitating secure access and personalized features in the system.

Module 2: Inventory Management

Entities: InventoryUpdate,NotificationLog

The "InventoryUpdate" entity is designed to track changes in the inventory status of individual cars. This information aids in maintaining a comprehensive history of changes to the inventory, ensuring transparency and accountability in the System and can alert customers through notificationLog about the update.

Module 3: Search and Filtering Management

Entity: SearchCriteriaCaptures customer preferences for car searches. It handles customer-defined preferences, enabling personalized and automated searches in the system.

Module 4: Checkout and Payment

Entities: Order, Payment and Transaction, NotificationLog.

The important entity is Payment because its Payment ensures secure, encrypted transactions, validates payment data, and facilitates seamless communication with external payment systems during Payment and Transaction process.

We also include additional entities in order to complete the whole system.

4.2 Enhanced ERD (EERD)

Figure 4.2 below is an enhanced ERD based on the to-be system of HASTA. The EERD has two superclasses and four subclasses.

EERD 1: User Management

- Superclass: User
 - Attributes: UserID {PK}, Username, Password
- Subclass: Admin
 - Attributes: AdminID {PK}
- Subclass: Customer
 - Attributes: CustomerID {PK}, Name, PhoneNo, Email, ICNo, Sex
- Constraint: {Mandatory, Or}
 - Participation: “Mandatory” implies that every entity in the superclass must participate in at least one of the subclasses. In other words, it's mandatory for every user to have a role as either an admin or a customer. This is denoted by a double line connecting the superclass to each subclass.
 - Disjoint: “Or” specifies that an entity in the superclass can belong to one and only one subclass at a time. In this case, the "or" implies that a user can be either an admin or a customer, but not both simultaneously. This is also known as a non-overlapping or disjoint constraint.

EERD 2: Transaction Management

- Superclass: TransactionInfo
 - Attributes: TransactionID {PK}, TransDate, TransTime, TransStatus.
- Subclass: Payment
 - Attributes: PaymentID {PK}, OrderID, TotalAmount, PaymentStatus, PaymentDateandTime
- Subclass: Transaction
 - Attributes: TransactionID {PK}, TransDate, TransTime, TransStatus.

-
- ```

classDiagram
 class User {
 UserID PK
 Username
 Password
 }
 class Registration {
 UserID PK
 Email
 Password
 PhoneNo
 }
 class Admin {
 AdminID PK
 }
 class Customer {
 CustID PK
 Name
 PhoneNo
 Email
 ICNo
 Sex
 }
 class SearchCriteria {
 CriteriaID PK
 UserID
 Category
 PriceRange
 Model
 Brand
 }
 class NotificationLog {
 NotiID
 UserID
 NotiType
 TimeStamp
 Message
 }
 class Car {
 CarID PK
 CarPlates
 CarBrand
 CarModel
 CarType
 CarColour
 }
 class Order {
 OrderID PK
 CarID
 CarPlates
 CarBrand
 CarModel
 CarType
 CarColour
 PickupDate
 ReturnDate
 PickupTime
 ReturnTime
 }
 class TransactionInfo {
 TransactionID PK
 TransDate
 TransTime
 TransStatus
 }
 class InventoryUpdate {
 UpdateID PK
 CarID
 UpdateType
 UpdateDate
 AvailabilityStatus
 }
 class Pickup {
 OrderID
 UserID
 PickupDate
 PickupTime
 }
 class Transaction {
 TransID PK
 OrderID
 TransDate
 TransTime
 TransStatus
 }
 class Payment {
 PaymentID PK
 OrderID
 TotalAmount
 PaymentDateAndTime
 PaymentStatus
 }
 class Penalty {
 PenaltyID PK
 UserID
 ReturnDate
 }
 class Return {
 OrderID
 UserID
 ReturnDate
 ReturnTime
 HoursUsage
 }

 User "1" -- "1..*" Registration : receives
 Registration "1..1" -- "1..1" Admin : register
 Admin "1..1" -- "1..1" Customer : register
 Customer "1..1" -- "1..*" SearchCriteria : define
 Customer "1..1" -- "1..1" NotificationLog : monitor
 Customer "1..1" -- "1..1" Order : make
 Customer "1..1" -- "1..1" TransactionInfo : make
 Customer "1..1" -- "1..1" InventoryUpdate : generate
 Customer "1..1" -- "1..1" Pickup : generate
 Customer "1..1" -- "1..1" Transaction : generate
 Customer "1..1" -- "1..1" Payment : generate
 Customer "1..1" -- "1..1" Penalty : given
 Customer "1..1" -- "1..1" Return : have
 SearchCriteria "1..*" -- "1..1" Registration : register
 SearchCriteria "1..*" -- "1..1" Admin : register
 SearchCriteria "1..*" -- "1..1" Customer : register
 SearchCriteria "1..*" -- "1..1" Order : make
 SearchCriteria "1..*" -- "1..1" TransactionInfo : make
 SearchCriteria "1..*" -- "1..1" InventoryUpdate : generate
 SearchCriteria "1..*" -- "1..1" Pickup : generate
 SearchCriteria "1..*" -- "1..1" Transaction : generate
 SearchCriteria "1..*" -- "1..1" Payment : generate
 SearchCriteria "1..*" -- "1..1" Penalty : given
 SearchCriteria "1..*" -- "1..1" Return : have
 NotificationLog "1..1" -- "1..1" Registration : register
 NotificationLog "1..1" -- "1..1" Admin : register
 NotificationLog "1..1" -- "1..1" Customer : register
 NotificationLog "1..1" -- "1..1" Order : make
 NotificationLog "1..1" -- "1..1" TransactionInfo : make
 NotificationLog "1..1" -- "1..1" InventoryUpdate : generate
 NotificationLog "1..1" -- "1..1" Pickup : generate
 NotificationLog "1..1" -- "1..1" Transaction : generate
 NotificationLog "1..1" -- "1..1" Payment : generate
 NotificationLog "1..1" -- "1..1" Penalty : given
 NotificationLog "1..1" -- "1..1" Return : have
 Car "1..1" -- "1..1" Registration : register
 Car "1..1" -- "1..1" Admin : register
 Car "1..1" -- "1..1" Customer : register
 Car "1..1" -- "1..1" Order : make
 Car "1..1" -- "1..1" TransactionInfo : make
 Car "1..1" -- "1..1" InventoryUpdate : generate
 Car "1..1" -- "1..1" Pickup : generate
 Car "1..1" -- "1..1" Transaction : generate
 Car "1..1" -- "1..1" Payment : generate
 Car "1..1" -- "1..1" Penalty : given
 Car "1..1" -- "1..1" Return : have
 Order "1..1" -- "1..1" Registration : register
 Order "1..1" -- "1..1" Admin : register
 Order "1..1" -- "1..1" Customer : register
 Order "1..1" -- "1..1" Order : make
 Order "1..1" -- "1..1" TransactionInfo : make
 Order "1..1" -- "1..1" InventoryUpdate : generate
 Order "1..1" -- "1..1" Pickup : generate
 Order "1..1" -- "1..1" Transaction : generate
 Order "1..1" -- "1..1" Payment : generate
 Order "1..1" -- "1..1" Penalty : given
 Order "1..1" -- "1..1" Return : have
 TransactionInfo "1..1" -- "1..1" Registration : register
 TransactionInfo "1..1" -- "1..1" Admin : register
 TransactionInfo "1..1" -- "1..1" Customer : register
 TransactionInfo "1..1" -- "1..1" Order : make
 TransactionInfo "1..1" -- "1..1" TransactionInfo : make
 TransactionInfo "1..1" -- "1..1" InventoryUpdate : generate
 TransactionInfo "1..1" -- "1..1" Pickup : generate
 TransactionInfo "1..1" -- "1..1" Transaction : generate
 TransactionInfo "1..1" -- "1..1" Payment : generate
 TransactionInfo "1..1" -- "1..1" Penalty : given
 TransactionInfo "1..1" -- "1..1" Return : have
 InventoryUpdate "1..1" -- "1..1" Registration : register
 InventoryUpdate "1..1" -- "1..1" Admin : register
 InventoryUpdate "1..1" -- "1..1" Customer : register
 InventoryUpdate "1..1" -- "1..1" Order : make
 InventoryUpdate "1..1" -- "1..1" TransactionInfo : make
 InventoryUpdate "1..1" -- "1..1" InventoryUpdate : generate
 InventoryUpdate "1..1" -- "1..1" Pickup : generate
 InventoryUpdate "1..1" -- "1..1" Transaction : generate
 InventoryUpdate "1..1" -- "1..1" Payment : generate
 InventoryUpdate "1..1" -- "1..1" Penalty : given
 InventoryUpdate "1..1" -- "1..1" Return : have
 Pickup "1..1" -- "1..1" Registration : register
 Pickup "1..1" -- "1..1" Admin : register
 Pickup "1..1" -- "1..1" Customer : register
 Pickup "1..1" -- "1..1" Order : make
 Pickup "1..1" -- "1..1" TransactionInfo : make
 Pickup "1..1" -- "1..1" InventoryUpdate : generate
 Pickup "1..1" -- "1..1" Pickup : generate
 Pickup "1..1" -- "1..1" Transaction : generate
 Pickup "1..1" -- "1..1" Payment : generate
 Pickup "1..1" -- "1..1" Penalty : given
 Pickup "1..1" -- "1..1" Return : have
 Transaction "1..1" -- "1..1" Registration : register
 Transaction "1..1" -- "1..1" Admin : register
 Transaction "1..1" -- "1..1" Customer : register
 Transaction "1..1" -- "1..1" Order : make
 Transaction "1..1" -- "1..1" TransactionInfo : make
 Transaction "1..1" -- "1..1" InventoryUpdate : generate
 Transaction "1..1" -- "1..1" Pickup : generate
 Transaction "1..1" -- "1..1" Transaction : generate
 Transaction "1..1" -- "1..1" Payment : generate
 Transaction "1..1" -- "1..1" Penalty : given
 Transaction "1..1" -- "1..1" Return : have
 Payment "1..1" -- "1..1" Registration : register
 Payment "1..1" -- "1..1" Admin : register
 Payment "1..1" -- "1..1" Customer : register
 Payment "1..1" -- "1..1" Order : make
 Payment "1..1" -- "1..1" TransactionInfo : make
 Payment "1..1" -- "1..1" InventoryUpdate : generate
 Payment "1..1" -- "1..1" Pickup : generate
 Payment "1..1" -- "1..1" Transaction : generate
 Payment "1..1" -- "1..1" Payment : generate
 Payment "1..1" -- "1..1" Penalty : given
 Payment "1..1" -- "1..1" Return : have
 Penalty "1..1" -- "1..1" Registration : register
 Penalty "1..1" -- "1..1" Admin : register
 Penalty "1..1" -- "1..1" Customer : register
 Penalty "1..1" -- "1..1" Order : make
 Penalty "1..1" -- "1..1" TransactionInfo : make
 Penalty "1..1" -- "1..1" InventoryUpdate : generate
 Penalty "1..1" -- "1..1" Pickup : generate
 Penalty "1..1" -- "1..1" Transaction : generate
 Penalty "1..1" -- "1..1" Payment : generate
 Penalty "1..1" -- "1..1" Penalty : given
 Penalty "1..1" -- "1..1" Return : have
 Return "1..1" -- "1..1" Registration : register
 Return "1..1" -- "1..1" Admin : register
 Return "1..1" -- "1..1" Customer : register
 Return "1..1" -- "1..1" Order : make
 Return "1..1" -- "1..1" TransactionInfo : make
 Return "1..1" -- "1..1" InventoryUpdate : generate
 Return "1..1" -- "1..1" Pickup : generate
 Return "1..1" -- "1..1" Transaction : generate
 Return "1..1" -- "1..1" Payment : generate
 Return "1..1" -- "1..1" Penalty : given
 Return "1..1" -- "1..1" Return : have

```

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## 5.0 Data dictionary

| Entity Name | Attributes | Description                      | Data Type & Length     | Nulls | Multivalued |
|-------------|------------|----------------------------------|------------------------|-------|-------------|
| Customer    | CustID     | Uniquely identified the customer | 20 variable characters | NO    | NO          |
|             | Name       | Name of the customer             | 40 variable characters | NO    | NO          |
|             | PhoneNo    | Customer phone number            | 11 variable numbers    | NO    | YES         |
|             | Email      | Customer email address           | 30 variable characters | NO    | NO          |
|             | ICNo       | Customer IC number               | 12 variable numbers    | NO    | NO          |
|             | Sex        | Customer gender                  | 10 variable characters | NO    | NO          |
| Admin       | AdminID    | Uniquely identified admin        | 20 variable characters | NO    | NO          |
|             | Username   | Username of admin                | 30 variable characters | NO    | NO          |
|             | Password   | Password of admin                | 20 variable characters | NO    | NO          |
| Car         | CarID      | Uniquely identified car          | 10 variable characters | NO    | NO          |
|             | CarPlates  | Number plates of car             | 10 variable characters | NO    | NO          |
|             | CarBrand   | Brand of car                     | 20 variable characters | NO    | NO          |

|  |          |                |                        |    |    |
|--|----------|----------------|------------------------|----|----|
|  | CarModel | Model of a Car | 20 variable characters | NO | NO |
|--|----------|----------------|------------------------|----|----|

|                |            |                                  |                        |    |    |
|----------------|------------|----------------------------------|------------------------|----|----|
|                | CarColour  | Uniquely identified the customer | 20 variable characters | NO | NO |
| Registration   | UserID     | Uniquely identified user .       | 20 variable characters | NO | NO |
|                | Email      | Customer email address           | 30 variable characters | NO | NO |
|                | Password   | Password of user                 | 20 variable characters | NO | NO |
|                | PhoneNo    | User phone number                | 11 variable numbers    | NO | NO |
| Admin          | AdminID    | Uniquely identified admin        | 20 variable characters | NO | NO |
|                | Username   | Username of admin                | 30 variable characters | NO | NO |
|                | Password   | Password of admin                | 20 variable characters | NO | NO |
| SearchCriteria | CriteriaID | Uniquely identified criteria     | 40 variable characters | NO | NO |
|                | UserID     | Uniquely identified user         | 20 variable characters | NO | NO |
|                | Category   | Search item category             | 40 variable characters | NO | NO |
| Order          | OrderID    | Uniquely identified order        | 40 variable characters | NO | NO |
|                | CarID      | Uniquely identified car          | 10 variable characters | NO | NO |
|                | CarPlates  | Number plates of car             | 10 variable characters | NO | NO |
|                | CarBrand   | Brand of car                     | 20 variable characters | NO | NO |
|                | CarModel   | Model of a Car                   | 20 variable characters | NO | NO |
|                | CarType    | Type of a car                    | 20 variable            | NO | NO |

|                  |                       |                                     |                        |    |    |
|------------------|-----------------------|-------------------------------------|------------------------|----|----|
|                  |                       |                                     | characters             |    |    |
|                  | CarColour             | Colour of a car                     | 10 variable characters | NO | NO |
|                  | PickupDate            | Date to pick up car                 | Date                   | NO | NO |
|                  | ReturnDate            | Date to return car                  | Date                   | NO | NO |
|                  | PickupTime            | Time to pick up car                 | Timestamp              | NO | NO |
|                  | ReturnTime            | Time to return car                  | Timestamp              | NO | NO |
| Payment          | PaymentID             | Uniquely identified payment ID      | 20 variable characters | NO | NO |
|                  | OrderID               | Uniquely identified payment         | 40 variable characters | NO | NO |
|                  | TransactionID         | Uniquely identified transaction ID  | 40 variable characters | NO | NO |
|                  | Total_Amount          | Amount that need to be pay          | 20 variable numbers    | NO | NO |
|                  | Payment_Date_And_Time | Date and time for payment           | 30 variable characters | NO | NO |
|                  | Payment_Status        | Status of payment                   | 40 variable characters | NO | NO |
| Transaction      | TransID               | Uniquely identified transaction ID  | 40 variable characters | NO | NO |
|                  | TransDate             | Date of transaction                 | Date                   | NO | NO |
|                  | TransTime             | Time of transaction                 | Time                   | NO | NO |
|                  | TransStatus           | Status of transaction               | 40 variable characters | NO | NO |
| Notification log | NotiID                | Uniquely identified notification ID | 50 variable characters | NO | NO |



|                 |                     |                                  |                         |    |    |
|-----------------|---------------------|----------------------------------|-------------------------|----|----|
|                 | UserID              | Uniquely identified user ID      | 20 variable characters  | NO | NO |
|                 | NotiType            | Type of notification             | 40 variable characters  | NO | NO |
|                 | TimeStamp           | Time for notification being sent | Timestamp               | NO | NO |
|                 | Message             | Notification message             | 255 variable characters | NO | NO |
| Penalty         | PenaltyID           | Uniquely identified penalty ID   | 40 variable characters  | NO | NO |
|                 | UserID              | Uniquely identified user ID      | 20 variable characters  | NO | NO |
|                 | ReturnDate          | Date to return car               | Date                    | NO | NO |
| Pickup          | OrderID             | Uniquely identified order        | 40 variable characters  | NO | NO |
|                 | UserID              | Uniquely identified user ID      | 20 variable characters  | NO | NO |
|                 | PickupDate          | Date to pick up car              | Date                    | NO | NO |
|                 | PickupTime          | Time to pick up car              | Timestamp               | NO | NO |
| InventoryUpdate | UpdateID            | Uniquely identified update ID    | 40 variable characters  | NO | NO |
|                 | CarID               | Uniquely identified car          | 10 variable characters  | NO | NO |
|                 | UpdateType          | Type of update                   | 20 variable characters  | NO | NO |
|                 | UpdateDate          | Date of update                   | Date                    | NO | NO |
|                 | Availability_Status | Status of availability           | 20 variable characters  | NO | NO |

## 6.0 Summary

In the proposed Hasta car rental system, a series of strategically designed modules acts as a collective solution of the previous system, elevating the user experience, enhancing operational efficiency, and ensuring transparency throughout the entire process. Module 1, User Management, serves as the gateway to the system, prioritizing secure access and personalization features. By implementing a thorough registration process, this module not only verifies user identity during login but also captures essential details, laying the foundation for a secure and user-centric environment.

Module 2, Inventory Management, introduces entities such as InventoryUpdate and NotificationLog, revolutionizing how the system handles changes in the inventory status of individual cars. InventoryUpdate meticulously tracks alterations, creating a comprehensive history that ensures transparency and accountability. Concurrently, the NotificationLog feature promptly communicates updates to customers, fostering engagement and keeping them informed about any changes in the available inventory.

Complementing these modules is Module 3, Search and Filtering Management, featuring the entity SearchCriteria. This module empowers users to capture and define their preferences for car searches, introducing a personalized touch to the system. By facilitating automated searches based on customer-defined criteria, it ensures a tailored experience, further enhancing user satisfaction and system efficiency.

The latest addition, Module 4: Checkout and Payment, introduces entities such as Order, Payment, Transaction, and NotificationLog. At the core of this module is the Payment entity, which plays a pivotal role in ensuring secure, encrypted transactions. Validating payment data and facilitating seamless communication with external payment systems, Payment guarantees a smooth and secure payment and transaction process. The incorporation of NotificationLog enriches customer communication, providing timely updates on payment status and contributing to a transparent and customer-centric car rental journey.

Collectively, these modules create a holistic and integrated car rental system, seamlessly guiding users from registration and inventory exploration to personalized searches and secure payment transactions. With a focus on transparency, accountability, and user satisfaction, the enhanced system not only streamlines operations but also redefines the car rental experience for both staff and students at the University Technology Malaysia.