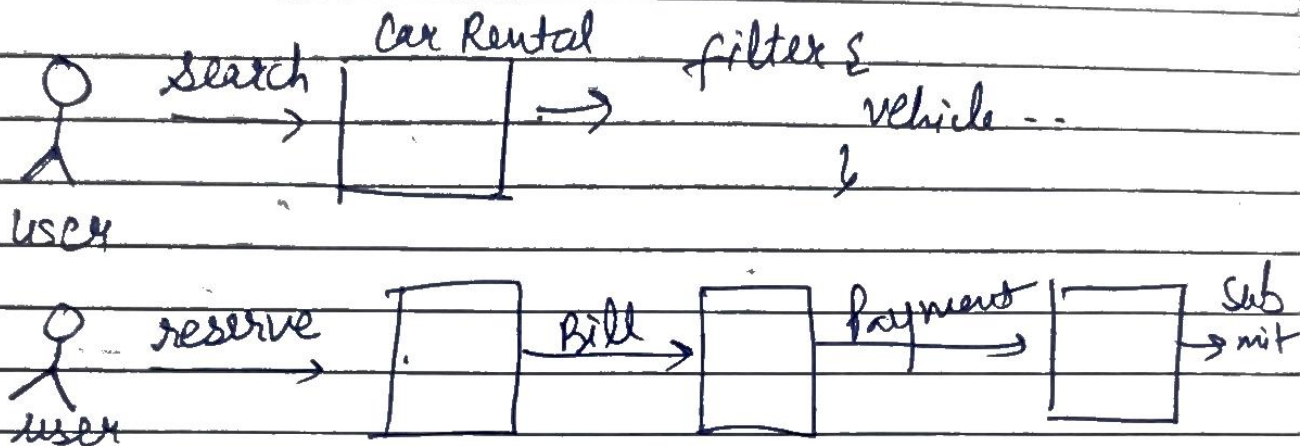


Car Rental System

Rough-flow

[Keep the design as simple as possible]



Requirement classification

→ Lets make it scalable for every vehicle.

Objects

→ user

→ Location

→ Store

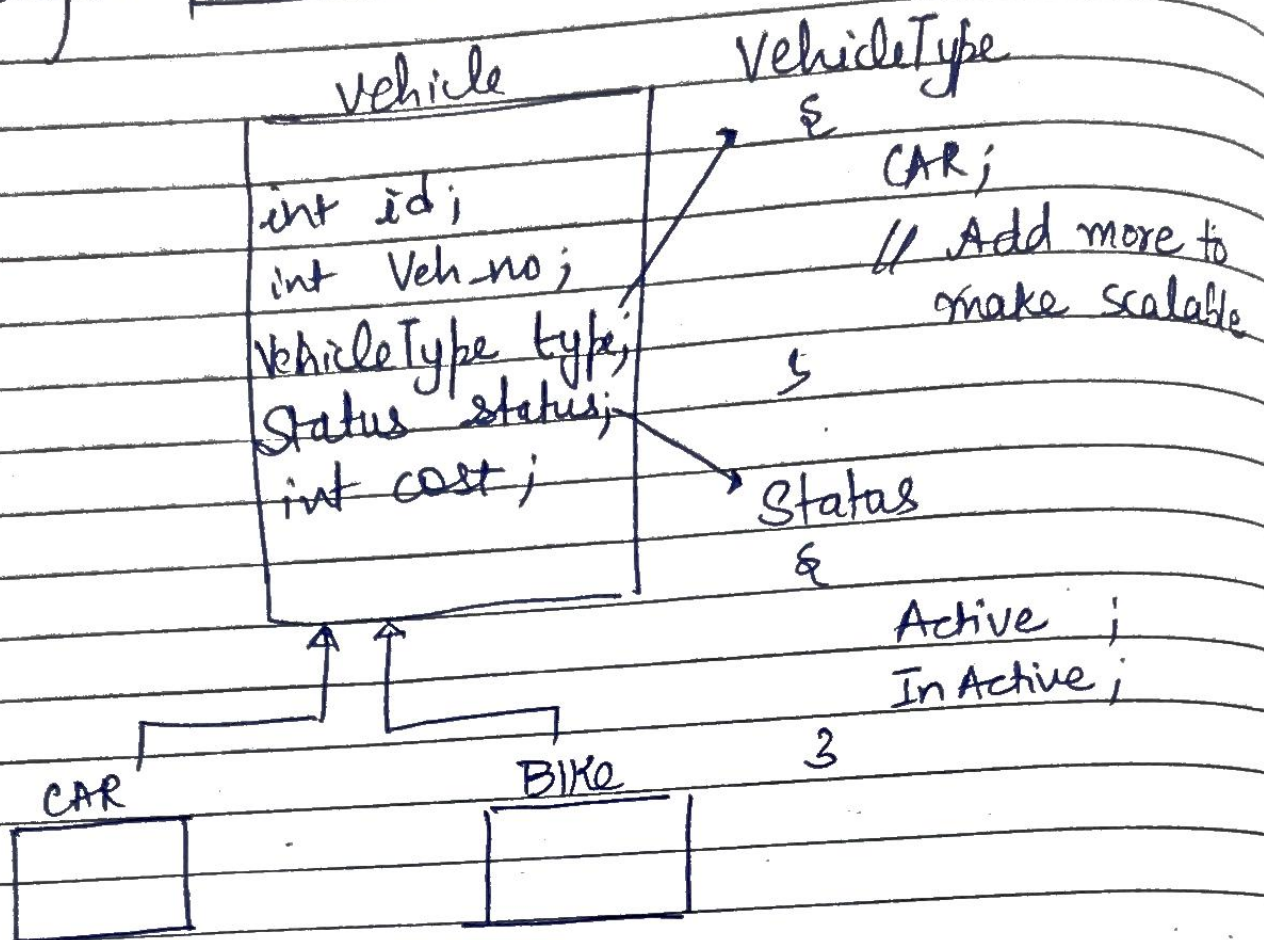
→ Vehicles

→ Reservation

→ Bill/Payment

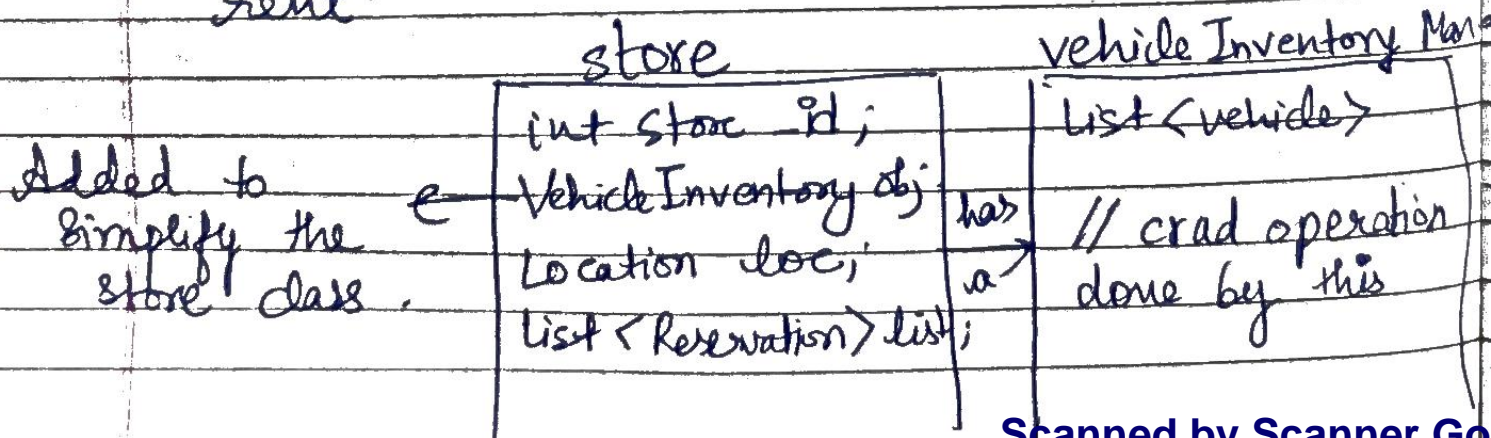
→ Payment

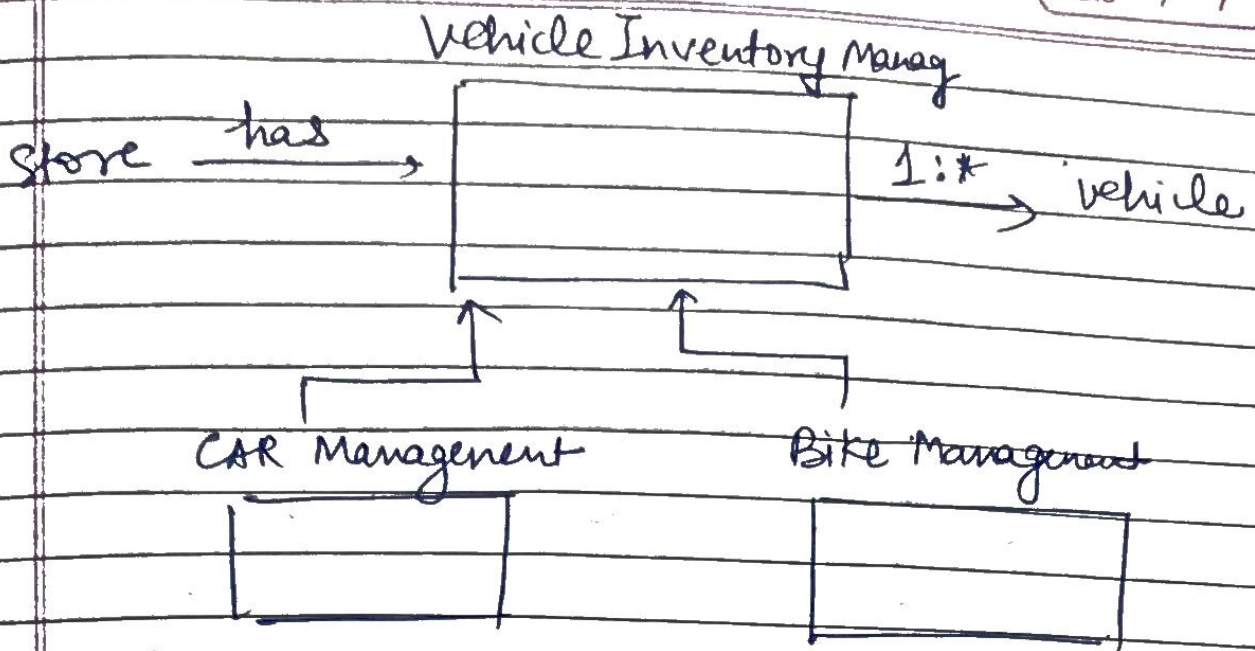
Object Vehicle



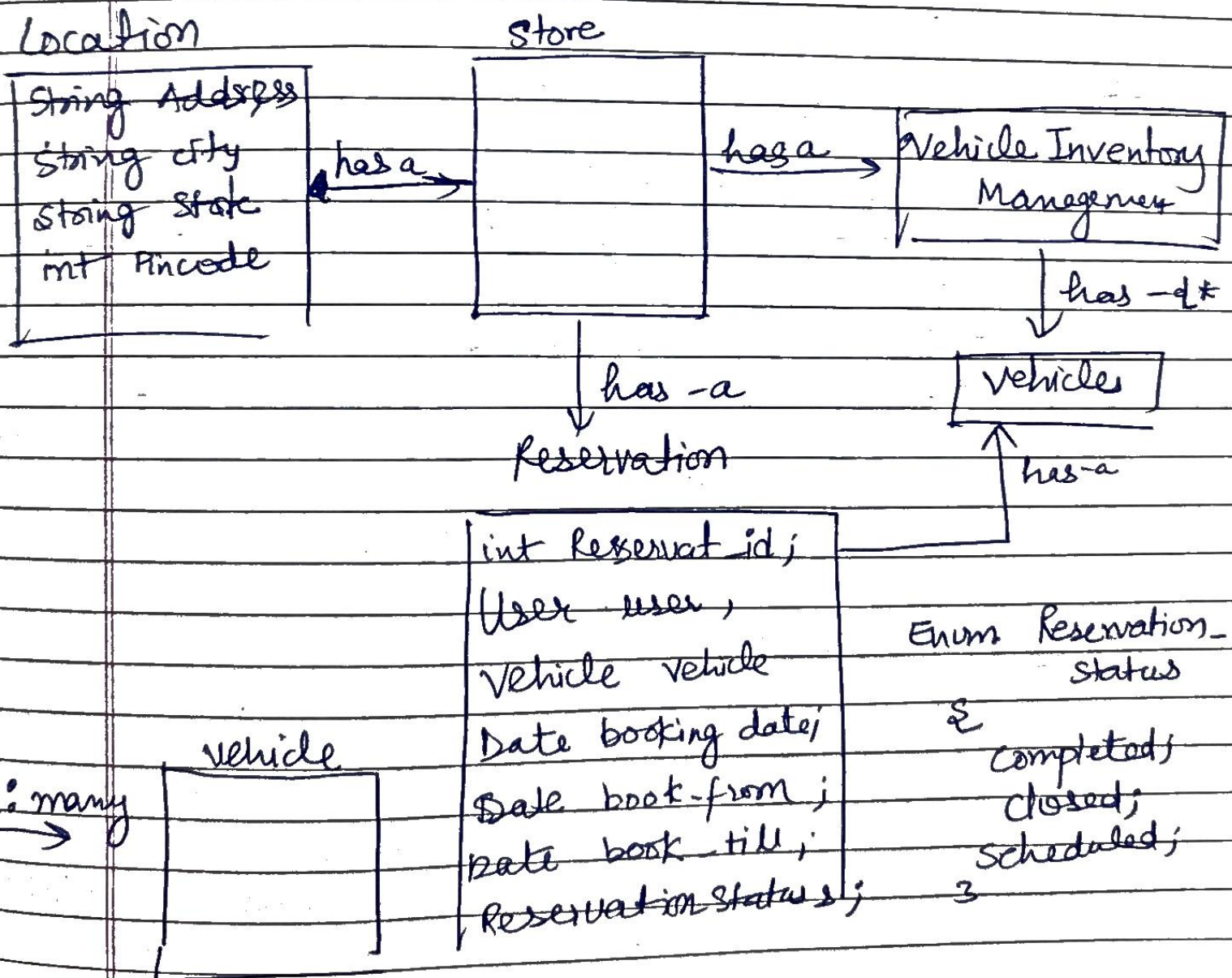
- Good practice to make vehicle class generic, so that it would be easy to scale it up in future.

Object Store → for a particular location we can have multiple stores and every store has vehicle which user wants to rent.





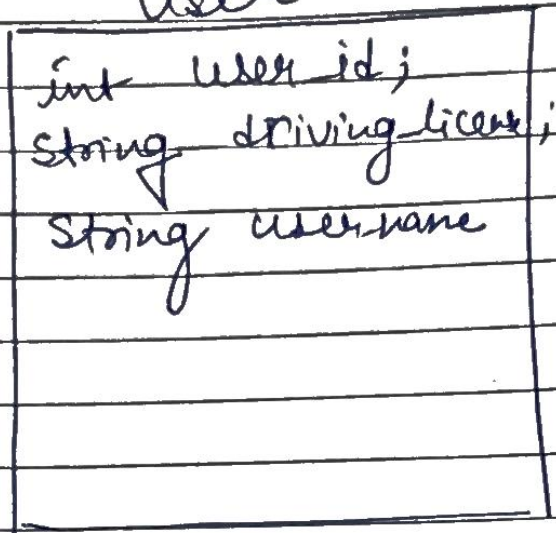
Object Location



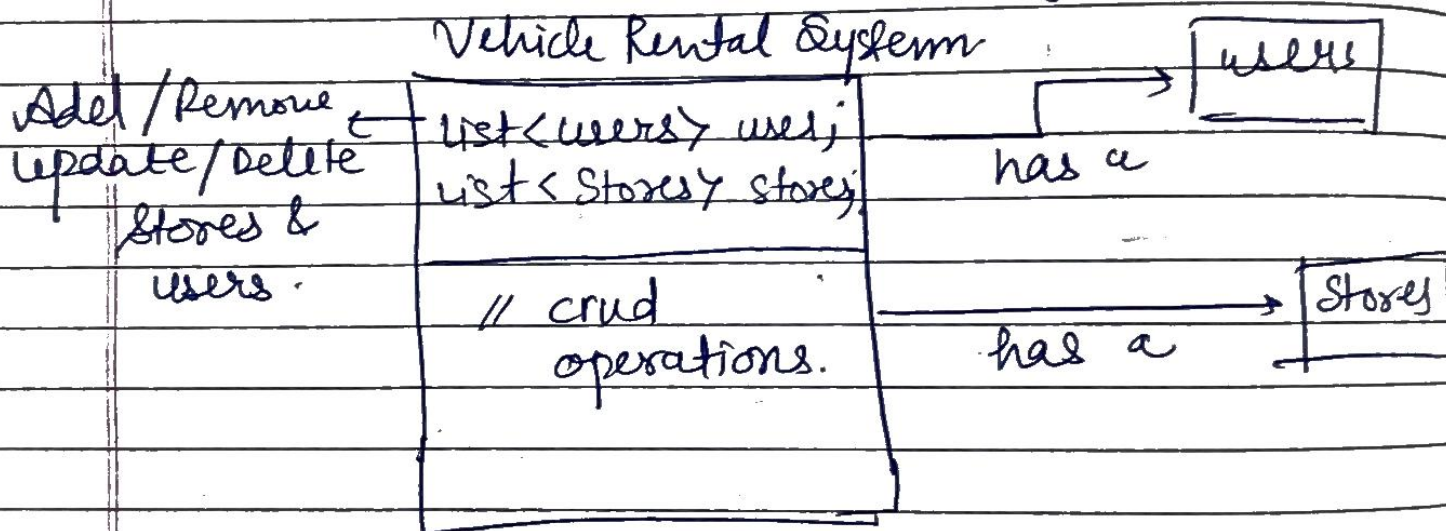
Reservation

↓ has - a

User



➔ Now we have to make the System



➔ New Bill / Payment object

We know that bill will be generated if user do reservation of vehicle.

And payment is only done if bill is generated

Payment

Reservation

has a

Bill

Reservation
res;
book is paid;
double Amount

has a

Bill
bill
PayBill()
Σ
↓

