$\\ \hbox{$^{\prime}$ boundary}\\ \hbox{$^{\prime}$}$ User Interface::BicycleRentUI

+rentBicycle() +bicycleRentInterface()

«control»

Control::BicycleRent

+passRentInfo()

«entity» RentValidator

+validateRentInfo()

«entity» Bicycle

+bicycleID +bicycleKind

+getBicycle()

«entity»
RentBicycle

+bicycleID

+bicycleKind

+addRentBicycle()