# McQueen Car Rentals

### Done By,

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# 1. Problem Statement :

Develop a database project for a car rental system. Agents can register and provide all details about the cars they wish to provide for rent with tariff and terms and conditions. Customers can register and choose the car they want to rent. Agencies can update, add, delete cars in the database. Customers can view the variety of cars available for in rent in their budget.



# Functional Requirement:

We require the following entities for the project:

- >Admin: To store the details of admin
- Car\_desc : To store the description of cars for rent
- Customer: To store the details of customer
- > Rental: To store the rental details
- ➤ Payment: To store the payment details



# Non-Functional Requirement:

- Security: Only authorized customers and admins are able to use the facilities
- Appropriate error messages are displayed
- ➤ Data Inconsistency: All the appropriate scenarios have been handled

The Admin can encode 1 or more Customer information. The Customer can one or more cars from Car\_desc. The Rental has only 1 detail of the Car\_desc at a time or per transaction. The Admin processes one or more transactions through Payment along with Rental details and Customer Information.



# Real Time application:

This is widely used by online Car Rental Companies along with other details.

### Requirements:

We would require the following entities with appropriate relationships:

- Admin: To store the details of admin
- ➤ Car\_desc : To store the description of cars for rent
- Car Images: To store the images of cars
- Customer: To store the details of customer
- > Rental: To store the rental details
- ➤ Payment : To store the payment details
- ➤ Owner: To store the details of the car owner

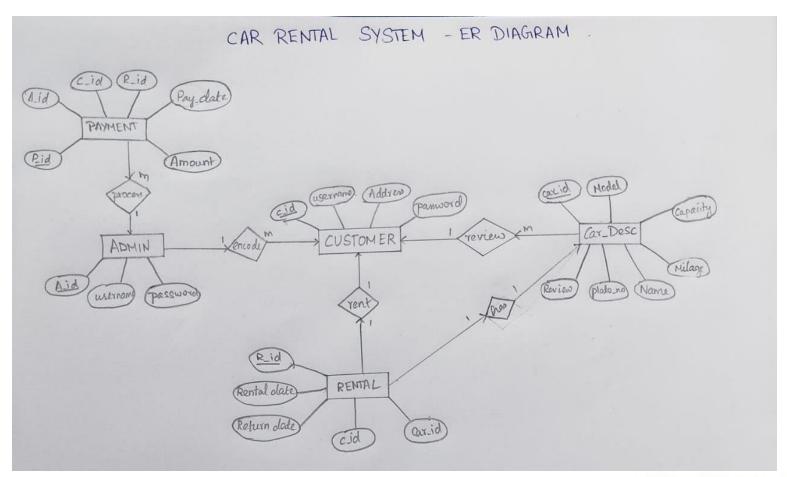


### Challenges:

- ➤ To effectively deal with cancellations and updates of information regarding customer details, car details and owner details.
- > To maintain consistency of booking and cancellation data.
- > To ensure that the payment transactions are carried out successfully
- > To avoid duplication of data and anomalies.
- > To avoid risk of over-booking
- > To validate the authorization properly

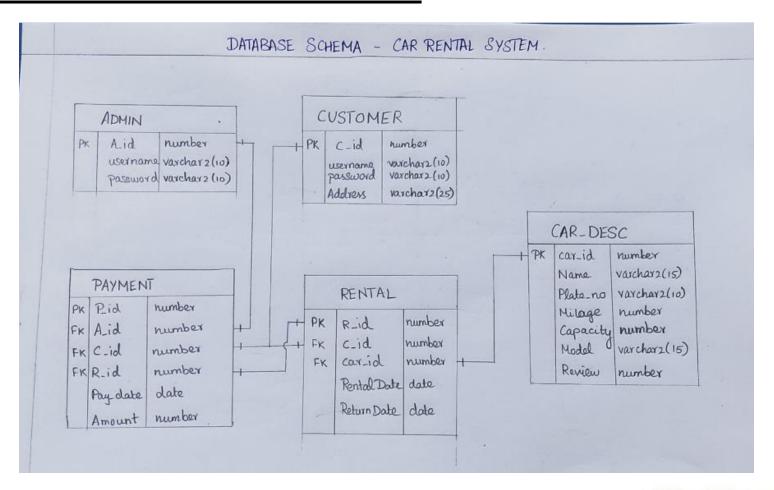


# 2. ER Diagram:





# 3. Database schema:





# 4. Database normalization:

### • Admin:

It has a primary key A\_id and all the attributes are dependent only on it. It is atomic so the table must be atleast in 1NF, since there is no partial dependency therefore it must be atleast in 2NF. There is no transitive dependency too hence it must be in 3NF.

### Customer:

It has a primary key C\_id and all the attributes are dependent only on it. It is atomic so the table must be atleast in 1NF, since there is no partial dependency therefore it must be atleast in 2NF. There is no transitive dependency too hence it must be in 3NF.

### • Car desc:

It has a primary key Car\_id and all the attributes are dependent only on it. It is atomic so the table must be atleast in 1NF, since there is no partial dependency therefore it must be atleast in 2NF. There is no transitive dependency too hence it must be in 3NF.

### Rental:

It has a primary key R\_id and all the attributes are dependent on the set of R\_id, Car\_id, C\_id. It is atomic so the table must be atleast in 1NF, since there is no partial dependency therefore it must be atleast in 2NF. There is no transitive dependency too hence it must be in 3NF.



### Payment:

It has a primary key P\_id and all the attributes are dependent on the set of A\_id, R\_id, Car\_id, C\_id. It is atomic so the table must be atleast in 1NF, since there is no partial dependency therefore it must be atleast in 2NF. There is no transitive dependency too hence it must be in 3NF.

Hence the whole schema is in 3NF and it cannot be normalized further.



# 5. Coding and Implementation

This is carried out through the following applications:

- **>**SQL
- >TKINTER

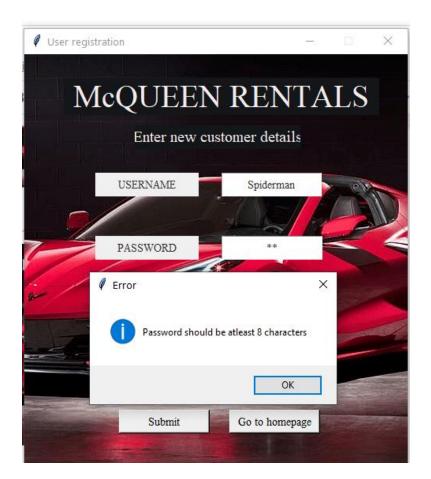


# 6. Results:





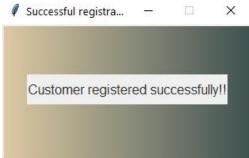




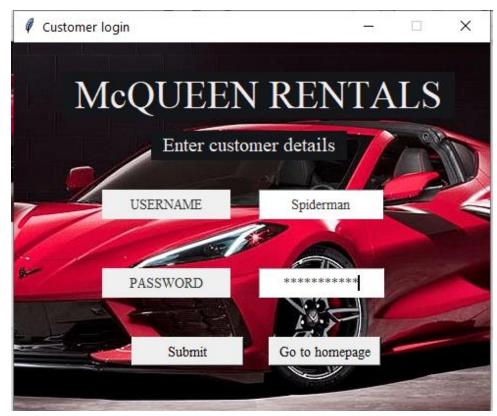










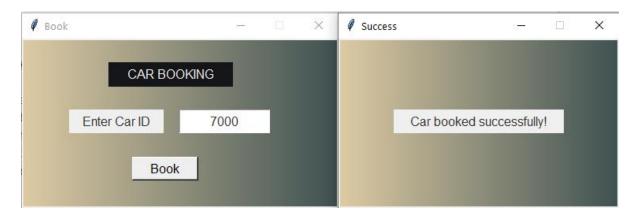


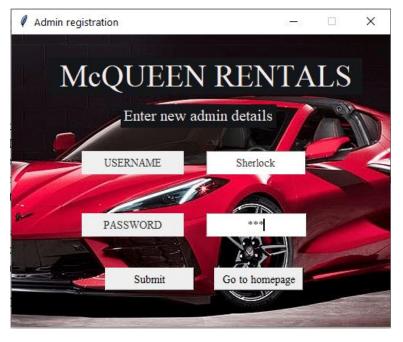


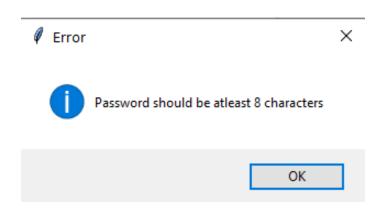


Car ID 7000.0	Plate No V12 AML	Name DB7 Volante	Capacity 4.0	Milage 6.8	Name Aston Martin	Review 5.0
7001.0	AP02BK1084	Baleno	5.0	21.96	Maruti Suzuki	4.5
7002.0	MH12RN1289	Duster	5.0	16.5	Renault	4.2
7003.0	IN Q 3131	Q3 1.4 TFSI	5.0	13.15	Audi	4.0
7004.0	KA08J9192	Crysta	8.0	16.5	Toyota Innova	4.4
7005.0	TN21AT4855	Fortuner	7.0	14.4	Toyota	4.5
7006.0	M TF 3880	X1 SDrzive20i	5.0	11.24	BMW	4.7
7007.0	MH43BU9429	Swift	5.0	23.2	Maruti Suzuki	4.5
7008.0	TN25B1765	Elite i20	5.0	18.6	Hyundai	3.9
7009.0	HR26TC7174	Indica eV2	5.0	25.0	TATA	3.5
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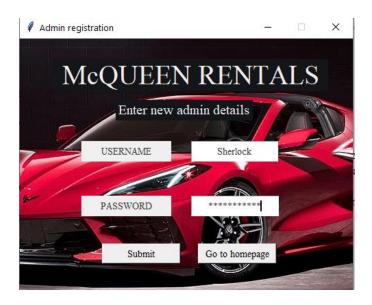


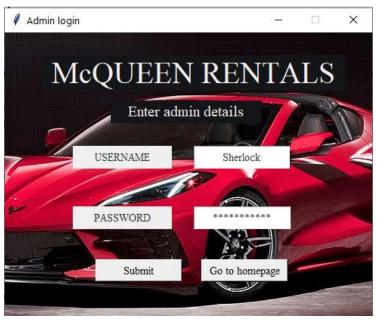


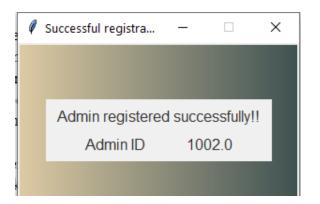


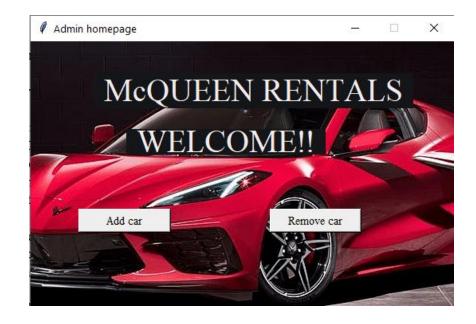




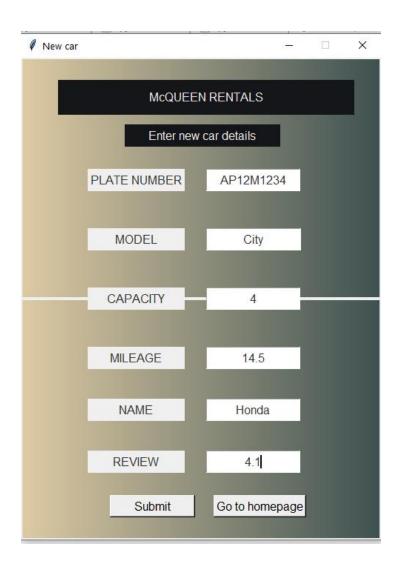


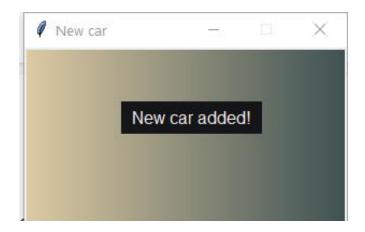








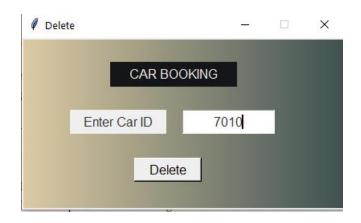




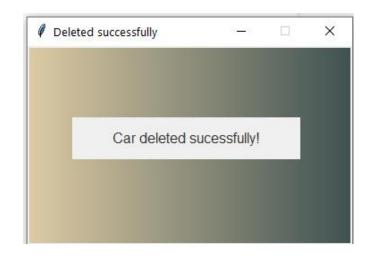


Car ID 7000.0	Plate No V12 AML	Model DB7 Volante	Capacity 4.0	Milage 6.8	Name Aston Martin	Review 5.0
7001.0	AP02BK1084	Baleno	5.0	21.96	Maruti Suzuki	4.5
7002.0	MH12RN1289	Duster	5.0	16.5	Renault	4.2
7003.0	IN Q 3131	Q3 1.4 TFSI	5.0	13.15	Audi	4.0
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7009.0	HR26TC7174	Indica eV2	5.0	25.0	TATA	3.5
7010.0	AP12M1234	City	4.0	14.0	Honda	4.1
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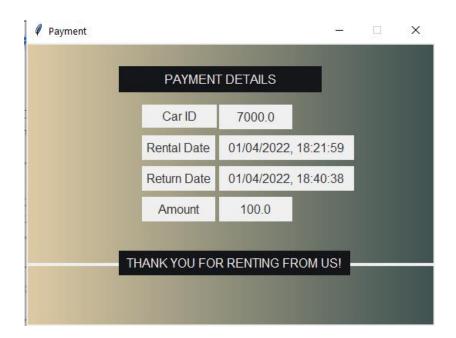


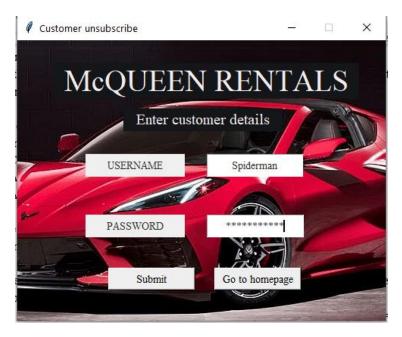


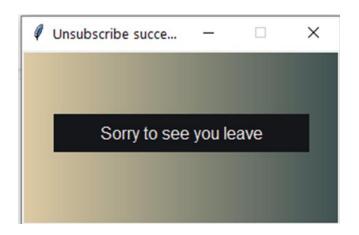


<b>₽</b> Payment		×
PAYMENT		
Enter Admin ID	Ξ	
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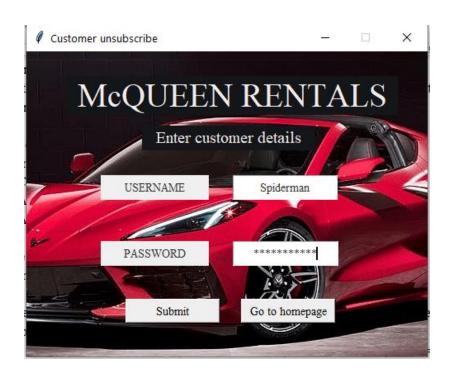


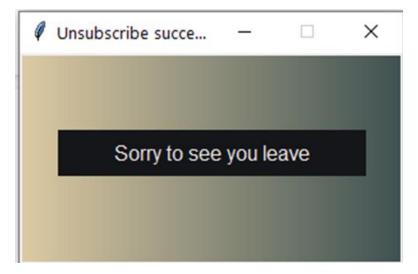














# Appendix:

### Report on Python GUI tkinter:

The <u>tkinter</u> package ("Tk interface") is the standard Python interface to the Tcl/Tk GUI toolkit. Both Tk and <u>tkinter</u> are available on most Unix platforms, including macOS, as well as on Windows systems.

Python with tkinter is the fastest and easiest way to create the GUI applications. Creating a GUI using tkinter is an easy task.



### To create a tkinter app:

- 1.Importing the module tkinter
- 2.Create the main window (container)
- 3.Add any number of widgets to the main window
- 4.Apply the event Trigger on the widgets.

We import tkinter just like any other module Syntax: import tkinter

There are two main methods used which the user needs to remember while creating the Python application with GUI.



1. Tk(screenName=None, baseName=None, className='Tk', useTk=1):

Used to create a main window of the application For example: m=tkinter.Tk() where m is the name of the main window object

2. mainloop(): There is a method known by the name mainloop() is used when your application is ready to run. mainloop() is an infinite loop used to run the application, wait for an event to occur and process the event as long as the window is not closed.

Syntax: m.mainloop()



There are a number of widgets which you can put in your tkinter application.

There are number of options which are used to change the format of the widget. Number of options can be passed as parameters separated by commas.

Some of the major widgets are

### 1. Button:

To add a button in your application, this widget is used.

The general syntax is:

w=Button(master, option=value)



2. Canvas: It is used to draw pictures and other complex layout like graphics, text and widgets.

The general syntax is:

w = Canvas(master, option=value)

master is the parameter used to represent the parent window.

3. CheckButton: To select any number of options by displaying a number of options to a user as toggle buttons. The general syntax is:

w = CheckButton(master, option=value)



4. Entry: It is used to input the single line text entry from the user. For multi-line text input, Text widget is used.

The general syntax is:

w=Entry(master, option=value)

master is the parameter used to represent the parent window.

5. Frame: It acts as a container to hold the widgets. It is used for grouping and organizing the widgets. The general syntax is:

w = Frame(master, option=value)



6. Label: It refers to the display box where you can put any text or image which can be updated any time as per the code.

The general syntax is:

w=Label(master, option=value)

master is the parameter used to represent the parent window.

7. Listbox: It offers a list to the user from which the user can accept any number of options.

The general syntax is:

w = Listbox(master, option=value)



8. MenuButton: It is a part of top-down menu which stays on the window all the time. Every menubutton has its own functionality. The general syntax is:

w = MenuButton(master, option=value)

master is the parameter used to represent the parent window.

9. Menu: It is used to create all kinds of menus used by the application.

The general syntax is:

w = Menu(master, option=value)



10. Message: It refers to the multi-line and non-editable text. It works same as that of Label.

The general syntax is:

w = Message(master, option=value)

master is the parameter used to represent the parent window.

11. Text: To edit a multi-line text and format the way it has to be displayed.

The general syntax is:

w =Text(master, option=value)



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