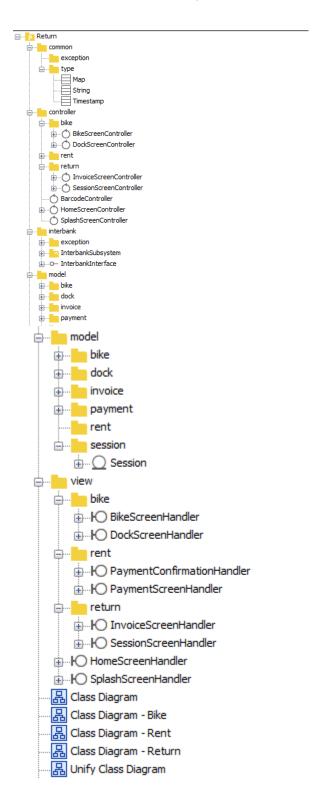
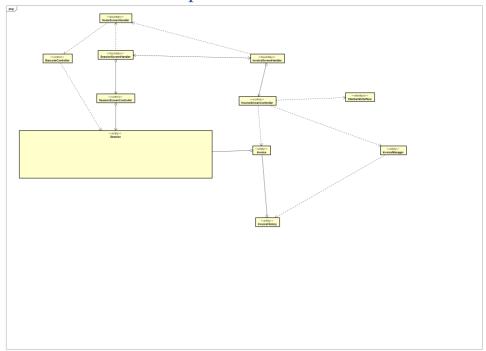
Class Design

1. Create Initial Design Classes



2. Define Relationships Between Classes



3. Class Design

3.1. Class "SessionScreenHandler"

<<body><
SessionScreenHandler+ display() : void
+ confirm() : void

Operation

#	Name	Return type	Desciption
1	display	void	Display renting session
2	confirm	void	Handler for user to move to invoice
			screen

Parameter:

None

Exception:

None

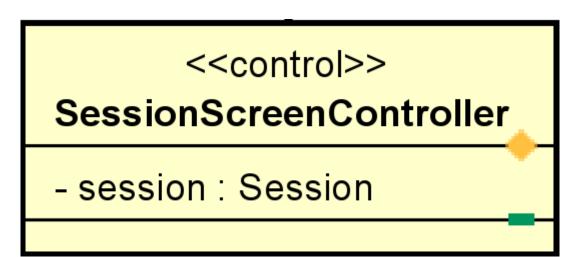
Method

None

State

None

3.2. Class "SessionScreenController"



Attribute

#	Name	Data type	Default value	Description
1	session	Session	NULL	Renting Session

Operation

None

Parameter:

None

Exception:

None

Method

None

State

None

3.3. Class "Session"

	< <entity>> Session</entity>
- bike: Bike - startTime: String - endTime: String - sessionLength: String - deposit: int - totalFees: int - returned: int - rentingFees: int - card: CreditCard	

Attribute

#	Name	Data type	Default value	Description
1	bike	Bike	NULL	Bike info
2	startTime	String	NULL	Renting start time
3	endTime	String	NULL	Renting end time
4	sessionLength	String	NULL	Renting length time
5	totalFees	int	0	total price
6	deposit	int	0	deposit
7	returned	Int	0	Returned money
8	rentingFees	int	0	Renting Fee
9	card	CreditCard	NULL	Credit card info

Operation

none

Parameter:

none

Exception:

None

Method

None

State

None

3.4. Class "InvoiceScreenHandler"

<<control>> InvoiceScreenController

- invoice : Invoice

+ saveInvoice(): void

+ <<exception>> makeTransaction() : void

Attribute

None

Operation

#	Name	Return type	Desciption
1	display	void	Display invoice

Parameter:

None

Exception:

None

Method

None

State

None

3.5. Class "InvoiceScreenController"

<<control>> InvoiceScreenController

- invoice : Invoice
- + saveInvoice(): void
- + <<exception>> makeTransaction(): void

Attribute

#	Name	Data type	Default value	Description
1	invoice	Invoice	NULL	Invoice info

Operation

	#	Name	Return type	Desciption
	1	savelnvoice	void	Save invoice history
Ī	2	makeTransaction	void	Make transaction

Parameter:

None

Exception:

None

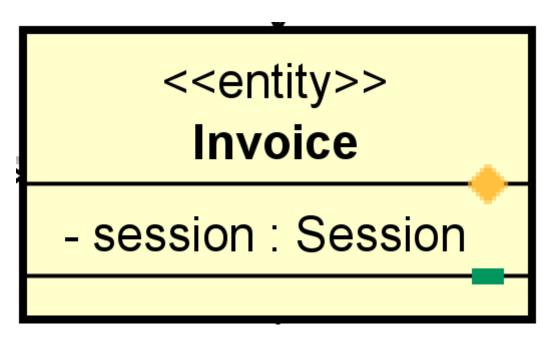
Method

None

State

None

3.6. Class "Invoice"



Attribute

	#	Name	Data type	Default value	Description
Ī	1	session	Session	NULL	Invoice info

Operation

None

Parameter:

None

Exception:

None

Method

None

State

None

3.7. Class "InvoiceManager"

<<entity>> InvoiceManager



+ saveInvoice(invoice : Invoice) : void

Attribute

#	Name	Data type	Default value	Description
1	invoices	ArrayList	Empty array	List invoices

Operation

7	#	Name	Return type	Desciption
	1	savelnvoice	void	Save invoice history

Parameter:

None

Exception:

None

Method

None

State

None

4. Class Diagram

