

Class Design For Rent Bike

<<Control>> RentBikeController	
+ rentbike: rentBikeInfo	
+ rentBike(bikeId: Strin, bikeName: String, deposit: float, remainingTime: float, battery: int, rentBikeDate: date): Map<String,String> + pauseTimer(bikeId: String, bikeName: String): boolean + resumeRent(bikeId: String, bikeName: String): void	

Attribute

#	Name	Data type	Default value	Description
1	rentBike	rentBikeInfo	NULL	Represent the bike information that user want to rent

Operation

#	Name	Return type	Description
1	rentBike	Map<String,String>	User chooses the bike that he wants to rent
2	pauseTimer	Boolean	User pause rent bike and then he can return bike
3	resume	Void	After user pause rent bike, he can resume rent

Parameter:

- bikeName: The name of bike
- bikeId: The id of bike
- deposit: The deposit of rental bike
- remainingTime: The remain time of rental bike
- battery: The battery of rental bike
- rentBikeDate: The order date

Exception:

- PlaceOrderException - if responded with a pre-defined error code

- `UnrecognizedException` - if responded with an unknown error code or something goes wrong

Method:

None

State:

None

Illustration:

