



Figure 11.2 The design sequence diagram for the 'Issue bike' use case, successful hire scenario

Payment class. The Payment class is the same entity class that featured in the analysis model. For simplicity some attributes have been omitted.

Attributes:

- customer is used to hold a reference to a Customer object; this allows each Payment object to be linked to the right Customer object. It implements the unidirectional navigable path to the Customer class shown on the class diagram.
- paymentId is used to hold a number that uniquely identifies each Payment. This number is an integer that can be read and understood by humans, unlike a reference (or object identifier) that is only used by a computer.
- paymentCount is a class variable² which allows the application to assign a number that uniquely identifies each Payment (paymentId). It is updated each time a new Payment object is created.

2. A class variable belongs to the class unlike a member variable which belongs to the instances of a class.