Figure 11.3   Class diagram for the StartUp class

```
1   package bikeshop;
2
3   /* Generated by Together */
4
5   public class StartUp {
6
7       public static void main(String[] args){
8
9           /* This little program will run through the methods on IssueBikeUI
10          * calling each in turn, like a user with a front end would do. */
11
12          // First, create the UI
13          IssueBikeUI ui = new IssueBikeUI();
14
15          //1. Show details for chosen bike
16          ui.showBikeDetails(100);
17
18          // 2. Calculate cost of hiring this bike for 5 days
19          ui.calculateCost(5);
20
21          // 3. Create new customer, payment and hire
22          ui.createCustomer("Les Hargreaves", "PW2 6TR", 01462501339);
23
24          // 4. Calculate the total cost
25          ui.calculateTotalPayment();
26      }
27  }
```

Figure 11.4   Code for the StartUp class

IssueBikeUI class

The class diagram for the IssueBikeUI class is shown in Figure 11.5, the code for the IssueBikeUI class shown in Figure 11.6.

• The IssueBikeUI class is declared in line 34.

• The attributes (also known as member variables) are declared in lines 37–41.

• The showBikeDetails(bikeNum:int):void method is declared on line 42. This method calls findBikeByNumber(bikeNum) in the Bike class.