Class design for UC Rent Bike

```
                    <<control>>
                  RentBikeController

  - bike : Bike
  - dock : Dock
  - rental : Rental
  - invoice : Invoice

  + processBarcode(code : String) : void
  + rentBike(dock : Dock, bike : Bike) : void
  - calculateDeposit() : int
  + confirmInvoice() : void
  + processRentalInfo(info : HashMap<String,String>) : void
  - validateRentalInfo() : void
```

Attributes

#	Name	Data type	Default value	Description
1	bike	Bike	null	Represent the currently rented bike
2	dock	Dock	null	Represent the currently selected dock
3	rental	Rental	null	Represent the currently processed rental session
4	invoice	Invoice	null	Represent the currently processed invoice

Operations

#	Name	Return type	Description

1	processBarcode	void	Process barcode input from user
2	rentBike	void	Proceed to rent a bike
3	calculateDeposit	int	Calculate deposit of rented bike
4	confirmInvoice	void	Confirm the current invoice
5	processRentalInfo	void	Process user input rental info
5	validateRentalInfo	boolean	Validate user input rental info

Parameters:
- code: user input barcode
- info: the user input rental info
- dock: the currently selected dock
- bike: the bike correspond to input barcode

Exceptions:
- InvalidBarcodeException: if user input barcode is invalid or there is no such bike with that barcode
- UnavailableBikeException: if the bike is not in currently selected dock
- InvalidRentalInfoException: if user input rental info is invalid

Methods
None
States
None