Rental Store System -items*: items -customers*: customers -itemCount: int -customerCount: int -itemMax: int -customerMax : int +run(): void +readFile(): bool +writeFile(): bool +searchCustomerPhone(phone: unsigned long): int +rentItem(customerID: int, itemID: int): bool +returnItem(customerID: int, itemID: int): bool +addCustomer(ID: int, name: string, phone: unsigned long): bool +addItem(itemID : int, title : string, quantity : int, category : int) : bool +displayCustomers(): void +displayItems(): void ~Rental_Store_System() <Dependency> Customer Item -name: string -title : string -phone: unsigned long -quantity: int -videosRented: int -id:int -id:int -category: int -videosRentedID* : int - videosRentedMax : int +item() +item(string, int, int, int) +customer() +getName(): string +getTitle(): string +getPhone(): unsigned long +getQuantity(): int +getVideosRented(): int +getID(): int +getVideosRentedID(): int* +getCategory(): int +getID(): int +setCategory(int) : void +setQuanitity(int): void +setID(int): void +setName(string): void +setID (int): void +setPhone(unsigned long): void +setTitle(string): void +setVideosRented(int): void +setVideosRentedID(int*): void +addVideo(int): void

+removeVideo(int): void