

Design a Car Rental System

1. class:accounting
states: home, updateStatus,
behavior:

2. class:car
states: rentPrice,carID,carName, rentDay, backDay,carType, carModel
void getRentPrice(){
 return rentPrice;
}
...

3. class:customer:
states: name, accountID, gender, location
behavior:select, cancel, payTheBill
carID[] car=new arrayList{ ...}
public int select(int car[i]){
 scanner i=new scanner();
 return car.car[i];
}

Void setCustomer(){
}

4. class: rentingApp
states: panel title;
 panel update;
 panel select;
behavior:setSize;

5. class: transaction
states:
behavior: