A real world customer is outside the Car Rental System, a customer within that system.

**Use Case Diagram**

- **Car Rental System**
  - create customer
  - create car
  - book
  - cancel
  - pickup
  - return
  - <<extend>>
    - early return
    - late return

- **Real World Customer**
  - Request

- **User**
  - PersistantStore

- **Billing**
  - Billing Clerk
Details for Use Case create customer

Use case name: create customer
Goal: to create a new customer
Precondition: the real world customer to be recorded is currently not represented
Postcondition: a new customer exists
Actors: user
Triggering event: a real world customer must be recorded
Description: -
Extensions: -
Alternatives: -
Details for Use Case create car

Use case name: create car
Goal: to create a new car
Precondition: the real world car to be recorded is currently not represented
Postcondition: a new car exists
Actors: user
Triggering event: a real world car must be recorded
Description: -
Extensions: -
Alternatives: -
Details for Use Case book

Use case name: book
Goal: to enter a car rental booking
Precondition: the booking details are plausible
Postcondition: a new booking exists; the booking is now an open booking
Actors: user
Triggering event: a real world customer requests a booking
Description: the real world customer wants to rent a real world car of a certain category; start day of the rental is the current day or a day after the current day; end day of the rental lies after the start day
Extensions: -
Alternatives: -
Details for Use Case cancel

Use case name: cancel
Goal: to prevent that a car must be picked up for a booking
Precondition: the booking to be canceled is present
Postcondition: the booking is marked as closed; no car will be picked up for this booking
Actors: user
Triggering event: a real world customer requests a cancelation of a booking
Description: -
Extensions: -
Alternatives: triggering event - the start day of a booking is passed and no car has been picked up by the customer for that booking
Details for Use Case pickUp

Use case name: pickUp
Goal: to deliver a car for a car rental
Precondition: a booking is present
Postcondition: a suitable car is marked as unavailable (a real world car is given to a real world customer); the booking becomes a current booking
Actors: user
Triggering event: a real world customer requests a pick up
Description: a suitable car must be found among the currently available cars; if none is present, a new car may be added (a new real world car is purchased)
Extensions: -
Alternatives: -
Details for Use Case return

Use case name: return
Goal: to return a car for a car rental
Precondition: a current booking exists and a car has been delivered
Postcondition: the booking becomes closed; the car becomes available (real world customer has returned real world car)
Actors: user
Triggering event: a real world customer requests a return on the end day of the booking
Description: -
Extensions: 
  early return: a rented car is returned before the end date of the booking
  late return: a rented car is returned after the end date of the booking
Alternatives: -