

Problem 5: Design a course registration platform

Objects and behaviors:

Computer:

Data:

Behavior: connectToInternet

Internet:

Data: schoolWebsite

Behavior: searchForElectricityWebsites

Student:

Data: Name, studentID, password, Major, Semester

Behaviors: login, search, register, cancel

schoolWebsite:

Data: Courses, URL, schoolName, courseName, courseTime, courseMaterials
:collectionOfCourses

Behaviors: search, display, sort, confirm

Sequence of invoking behaviors on objects

RegisteringACourseInThePlatform

Student kai;

schoolWebsite NEU;

if the Internet. isAvailable

kai.searchForSchoolWebsite -> internet.question.schoolName : registrationWebsite
website = NEUwebsite

kai.loginToTheWebsite -> studentID, password : NEUwebsite

if registration. isStarting

kai.searchDesirableCourses -> semester, major : collectionOfCourses

kai.register -> courses : confirmation

else

checkTheWebsiteTomorrow

end

end