1. Hiking

Things:

Participants

Data: name, driving license

Behaviors: rent, drive, hike, fill gas, eat

Mountain

Data: name, height, distance

Behaviors:

Car

Data: brand, number, color, speed, gas status, rent time

Behaviors:

Website

Data: name

Behavior: buy ticket

Phone

Data: brand, price, number

Behavior: call CarStore

CarStore

Data: name, distance, contactInformation

Behavior: lend car

Restaurant

Data: name, Location

Behaviors

Tickets

Data: price, amount, expire data

Behaviors: enter mountain

Mountain rainier;

Participants anna;

Car SUV;

Website Booking.com

Phone iphone

Carstore carRenting

Restaurant restaurant;

Tickets tickets;

if anna.haveNoDriverliscence

end

else

if anna.ownCar

anna.callFriends

else

anna.callcarRenting

anna.rentSUV

if suv.runOutOfGas

anna.fillGas

LOOP

anna.searchWebsites

if websites.isNotDesirable

webPage = webpage + 1

else

website = booking.com

break

END

if ticket.SoldOut

end

else

anna.buyTicket

anna.driveSuv

if parkPlace = restaurantLocation

anna.eatLunch

if destination = rainieParkingPlace

anna.hikeRainie

end

2. Program to organize a career fair

Things

Organizer

Data: name

Behaviors: train students, ask for volunteers, schedule and held career fair Career fair:

Data: name, date

Behavior: being hold by Organizer

students:

Data : name

Behaviors : prepare cv, resume and interviews for career fair and attend it

Volunteers or staffs:

Data : name

Behaviors : prepare paperwork, drinks and snacks

Companies

Data :name, status for hiring

Behaviors : participate the career and hire students

A room

Data : Name

Behaviors : a place for holding the career fair

Organizer anna

participants students

volunteers staffs

Companies employers

Room room

Loop

if students.notReady

anna.trainStudents ->cv, resume and interview

else

break

End

anna.connectEmployers

if companies.donotWantStudents

anna.lookOtherCompanies

else

anna.scheduleDate

if companies and students are not avaliable for the date

end

else

anna.askVolunteers

if volunteers.isNotEnough

anna.searchForMoreVolunteers

else

volunteers=staffs

Staffs.preparePaperWorkSnancksandDrinks

anna.heldCareerFair

3. Order Pizza from Pizza Hut

Things:

Cuntomer anna:

Data : name, eatingpreference, address

Behaviors : search, choose pizza, choose delivery option,view order, pay order, carry pizza, receive pizza

Internet:

Data : names of group of websites, pizzaHut.com,

Behaviors : search For pizzaHut.com

PizzaHut.com

Data: name, variety of Pizza and foods, Delivery option, order confirmation,

Behaviors : order Pizza

CreditCard

Data: account number, security number, sort number, expatriation date

Behaviors: pay for the order

Customer anna,

Internet

Website Pizzahut.com

Delivery Options

variety of pizza

CreditCard

Order Confirmation

if internet.isAvailable

anna.searchPizzahut.com

anna.chooseDelivery

if anna.chooseHomeDelivery

anna.choosePizzaFromLists

if lists.isAvailable

anna.choosePizza

break

anna.chooseDeliveryDate

if anna.cannotReceivePizza

end

else

anna.determineDeliveryDate

anna.viewOrderSummary

if order.isNotAccurate

end

else

anna.useCreditCardCheckOut

if creditcard.isNotAvailable

end

else

anna.receivesConfirmation

else

anna.chooseCarryoutMethod

anna.choosePizzaFromLists

if lists.isAvailable

anna.chooseOnePizza

else

break

anna.viewOrderSummary

if order.isnotAccurate

end

else

anna.usesCreditCardCheckOut

if creditCard is not available

break

else

anna.receivesConfirmation

anna.GoesToPizzahutStore

end

4.Design a code Sharing platform

Things:

Administrator

Data: name, amount,

Behaviors: solve, manage, add function

Platform

Data: name, function, code

Behaviors: revealCode, searchCode, checkAccount

Code

Data: size, date,

Behaviors:

User

Data: account

Behaviors: login, search, upload, review

Administrator admin;

Platform github;

Code code;

if admin.couldNotbuildplatform

admin.learnCode

else

admin.buildGithub

user.loginGithub

LOOP

user.loginGithub

github.checkAccount

if check is true

break

END

if user.wantToSearchCode

user.typeKeywords

user.getCode

user.downloadCode

if user.wantToShareCode

user.requestCodeUpload

admin.checkcode

if code.isNotAcceptable

user.alterCode

else

admin.acceptCode

user.viewCode

github.displayCode

if user.wantToModifyCode

user.applyModification

admin.checkStatus

if check.isTrue

github.deleteOldCode

github.displayCodeModification

if user.wantToReviewtCode

user.applyReview

github.checkRequest

if check.isTrue

gethub.revealComments

else

end

5. Design a soft-drink/snacks vending machine.

Designer anna

Vending machine machine

Customer commuters

Product softdrinkssnacks

Things

Designer

Data: name

Behaviors: design machine, add products

Machine:

Data: color, location,function

Behaviors: sell products, receive money, read creditcard, return cash,

Product

Data: name, price, amount, type

Behaviors:

Customer:

Data: name

Behaviors: buy softdrinks and snacks, use creditcard, put money,

commuter.findMachine

if machine.runOutOfProducts

anna.addProducts

else

commuter.chooseproducts

if softdrinkssnacks.isNotDesirable

commuter.quitSystem

else

commuter.choosePayment

if cash.isNotAvaliable

commuter.useCreditcard

machine.outputSnacksSoftdrinks

commuter.grabSnakcsSoftdrinks

else

commuter.putCash

machine.returnRestCash

if machine.NotWork

commuter.contactAnna

anna.solveBug

else

machine.outputSnacksDrinks

end