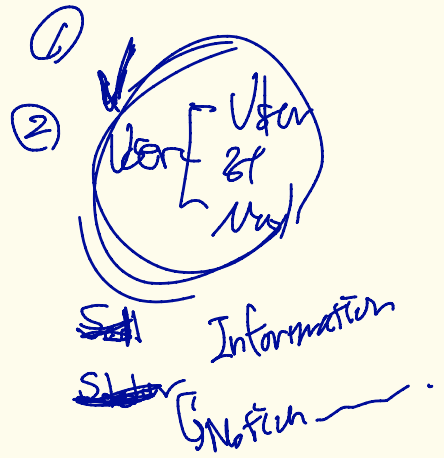
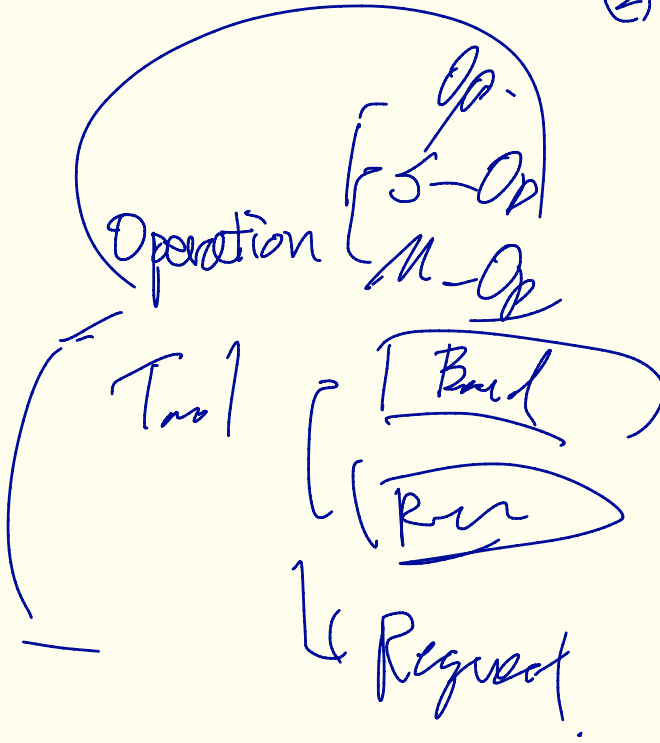


# <Package>



User  
↳ User  
↳ Student  
↳ Manager

Information  
↳ Notice  
↳ Scholarship  
↳ Working  
↳ Honor

ScholarInfo 控制 after: std\_score

1/2 sheet str: std-grade.

② Student extends User & In. Pw. type.

Isatn

name, number ← string, (int grade) double score, income

S-Operation, Request [1] ( $\text{Grant}_2$ )

③ Manager (1명).

↳ after

u-Operation, Recruit[] (?)

## Notice

↳ create string title, Content,

Calendar expirations (4/30/16)

Recruited

• Scholarship  $\rightarrow$  <sup>Wahrheit</sup>  
 $\rightarrow$  <sup>Honour</sup>

↳ after String name, double std\_score, int std\_grade.

## ● Board (observer-Pattern)

↳ attr : Notice[]

↳ method : add, remove, ...

## ● Recruit.

↳ attr Scholarship. int accept.

student[]  
(~~list~~ list)

## ● Request

true : ~~yes~~  
false : ~~no~~

오래전  
이제  
...

↳ attr Scholarship. boolean accepted etc

## ● Operation attr: Board. true: 4, x

↳ method : ~~get~~: this.Board. 

ex. view (num) {

print ~~this.Board~~ (getNotice()), ~~je~~ ... }

title, Content  
can ...

# Student Operation.

method.

① request. (+) 본인인정

Notice  $\Rightarrow$  scholarship 객체를 (호) (가짜와서)

Request 객체를 받는다.  $\rightarrow$  Student의 Request[]에 넣는다.

$\rightarrow$  recruit.  $\Rightarrow$  Student[]에

현재 학생의 정보 추가.

before, Student req(). scholarship  
각 같은 라임 라인  
(근로인정 여부라인으로 구분함.)

● Manager Operation.

4 method.

게시.

title string 입력

## Content

~~expivete~~ 성장

Recruit

Notice பற்றி

생각

## Scholarship

5/5,

(Scholarship)

Recruit

Board or add.

↳ Manager of 24/7 operation

생각 →


마감된 Notice 에 대해 신변 보호를 누르면

Notice  $\rightarrow$  Recruit  $\Rightarrow$  Student [] 學生.

↳ Scholarships | std variable na chh (सूचक)

② 수산/가정 여부는 Student에게 어떻게 전달할까?

① get 오지 않고 파고 파고 파고 (jirig)

① get으로 자고 파고 파고 파고 (highlight)  
②  새 data 파일에 기록후. 결과 조회시 자기 이름 있으면 출력? (highlight)

### ③ Server-Client.

