UHCL e-System - Console version

This is a project to simulate some of the functions of an online system we use for our academy works, such as e-Service and Blackboard system. The objectives of this project are to help the students to understand how to design a system, how to define needed classes and relationships based on the design, and how to implement the design in Java. After completing this project, the students will obtain skills and confidence to program a relatively large and complicated project.

These are the required functions to be implemented in the project:

- We have two major roles in the system, Faculty and Student. Both Faculty and Student have some common attributes, such as, name, major, login ID/password of using the system.
- In the system, there are two major places, e-Service system and Blackboard.
- In the system, there are courses. Each course has couseID (e.g, ISAM 5638, ACCT 5202), Major (e.g., MIS, Accounting), Instructor (the name of the instructor), capacity (at most how many students can take the course and let's use 1 for reducing the time of testing), and enrolledNum (the number of registered students), status (open or full). Once a course is full, the course is not available to register.
- In the e-Service system:
 - o It will display different options to a student and a faculty after he/she logs in.
 - o A Student can register a course. A student can only take a course that is for his/her major.
 - Both student and faculty can see his/her schedule. For a student, it is the course schedule. For a faculty, it is his/her teaching schedule.
 - O In the schedule, when a student selects a course to view, it will display the course information; when a faculty selects a course to view, it will display the course information plus the student(s) who registered the course.
 - o Both a student and a faculty can only see the course information related to him/her.
 - Both a student and a faculty can log out and the program will go back to the place before he/she logs in.
- In the Blackboard system
 - o It will display different options to a student and a faculty after he/she logs in.
 - o For student:
 - It will display the courses the student takes. The student can select one to enter the course's Blackboard.
 - After the student enters into a course's Blackboard, he/she can see the note(s) posted by the instructor.
 - o For faculty:
 - It will display the courses the faculty teaches. The faculty can select one to enter the course's Blackboard.
 - After the faculty enters into the course's Blackboard, he/she can post a note. He/she also can see all of the notes he/she has posted.
 - Both a student and a faculty can log out and the program will go back to the place before he/she logs in.
- You do not need to complete a sign-up process. Directly insert records of users and courses into database tables.

Feel free to add any class, attribute, function, relationship you think that is helpful to you to complete the project. Use Hibernate to deal with communication between your program and database.