Design a course registration platform

Objects anb Behaviors:

Thing(Object)/Entity:
    Information(Data)/(State):
    Services(Behaviors)/Actions

Things:

    User(People who is going to register for courses):
        Data:Name,Addresss,Phone,TotalCredit
        Behaviors:login, find, reviews, compare, cancel, register,logout

    Internet
        Data : Amazon, BestBuy, Alibaba, Google, website2,
            : Group of Websites (Collection of Websites)
        Behaviors : searchForElectronicWebsites

    ElectronicWebsite
        Data:URL,Product[] products,BankAccount
        Behaviors:search,sort,display,confirm

    Courses
        Data:Name,Time,Duration,Content,Credit
        Behaviors:

    System:
        Data:
        Behaviors:checkCredit,CheckTime,checkAll,CreateATimeTable

Sequence of Flow - Invoke Objects with Behaviors

Design a course registration platform

User Ricky;
Internet internet;
ElectronicWebsite RegistrationPlatform;
Course UserExperience;

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Course Java;
Course Data Mining;
Course Information Management;

If internet.isAvailable
    Ricky.search    InInternet    ->    internet,question:Collection    of    Electronic
Website//Ricky.findDesirableWebsiteInFirstPage -> Collection of Websites:
    RegistrationPlatform = website;
    Ricky.login();

If RegistrationPlatform is not empty or RegistrationPlatform != null
    Ricky.fingCourses -> Name,Time,Duration,Content,Credit :Collection of Courses

Loop
    If(System.checkCredit() && System.Checkataime()){
    Ricky.Register();
    Ricky.TotalCredit += Courses.Credit;
    RegistrationPlatform.confirm();
    }
END

If(User wants to drop the class){
    Ricky.cancel();
}

If(System.checkAll()){
    Ricky.logout();
    System.CreateATimeTable();
}
```