Coding

object: gia, PC, professor, idea, codes, program, button, grades, results

Class gia{

void openTheComputer(PC)

idea openTheIdea(PC)

program typing(codes)

clickButton()

void checkAndCorrect(Program)

A submit(Professor, codes)

}

Class computer{

}

class IDE{

errorInformation compile(program)

rightResults run(program)

}

Class code{

}

Class program{

}

Class button{

}

Class grade{

}

Class results{

}

Users Gia, Professor

Computer PC

IDE idea

Program program

Code codes

Button compile, run

Results errorInformation, rightResults

Gia.openTheComputer(PC)

idea= Gia.openTheIDEA(PC)

program = Gia.typing(codes)

Gia.clickButton(compile)

errorInformation = idea.run(program)

Gia.checkAndCorrect(program)

Gia.click(run)

rightResults = idea.run(program)

Grades A = Gia.submit(Professor, codes)