

Problem: Design a course registration platform

Objects and Behaviors:

CourseRegistrationSystem

Data: courses, studentInformation

Behaviors: display, screen, delete

Course

Data: name, faculty, description, CourseNumber, CreditHours, time, creditRequirement

Student

Data: name, ID, account, passcode

Behavior: login, view, select, register, withdraw

Sequence of Flow - Invoke Objects with Behaviors

Student student

Course course{ i }

CourseRegistrationSystem System

Student.login-> account, passcode

Student.requirements-> faculty, description, CourseNumber, CreditHours, time

Course.information-> faculty, description, CourseNumber, CreditHours, time

for( int i =0;i<course amount;i++)

if information.meet requirements

System display course{ i }

Student.register-> course{ i }

End

If student.withdraw-> course

System.deleteRegistrationInformation

End