

## TEAM #1: 1-Direction

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## List of Objects

### 1. Entity Objects

- a. **Course:** Represents a class that can be taken by a student.  
Attributes include:
  - i. description of the course (course information, prerequisites, etc)
  - ii. list of students taking the course
  - iii. list of students who wish to take the course
  - iv. the number of students taking the course
  - v. number of students waitlisting/wishing to take the course
  - vi. the max capacity of the course
  - vii. boolean determining whether or not the class is full
- b. **Student:** Represents a student within a class/course.  
Attributes include:
  - i. Name
  - ii. Student ID
  - iii. Major/Minor
  - iv. Other such fields of interest
  - v. Courses said student is in
  - vi. Courses the student wants to add.
- c. **Admin:** Represents admin personnel who have certain permissions to change certain aspects, such as information on student accounts, allowing courses to be available, or sending maintenance notices. Attributes:
  - i. Name
  - ii. Personnel ID
  - iii. Permissions

### 2. Boundary Objects

- a. **Notify:** Represents the component responsible for sending students notifications regarding new class openings based on user-selected criteria and currently taken courses.
- b. **UserInterface/PostingModel (Interface):** Displays a menu that lets the user check their schedule, add/drop courses, and display information about classes.

- c. **CompatibilityCheck (Criteria):** Represents the component responsible for checking as to whether or not a class is compatible with a student's schedule, course/major requirements, and/or other student-selected criteria.
- d. **ScheduleSuggest:** Represents the component responsible for providing alternate schedules and/or courses based on user-selected criteria.
- e. **StudentLogin:** Students use their email and password to login into the student center to view their course schedule and other details.
- f. **AdminLogin:** The CSULB IT division will use their email and password to login into the admin page where they can view lists of students and courses.

### 3. Control Objects

- a. **InputData:** User authentication, class availability management, takes user input on desired classes and times.
- b. **ClassValidityProcessing:** The management and processing of valid times and classes in order to provide correct data that will be displayed to the student.
- c. **DisplayModel:** Handles the displaying and notification systems, including UI displays for InputData, and furthermore manages all display information to the user and to the developers.