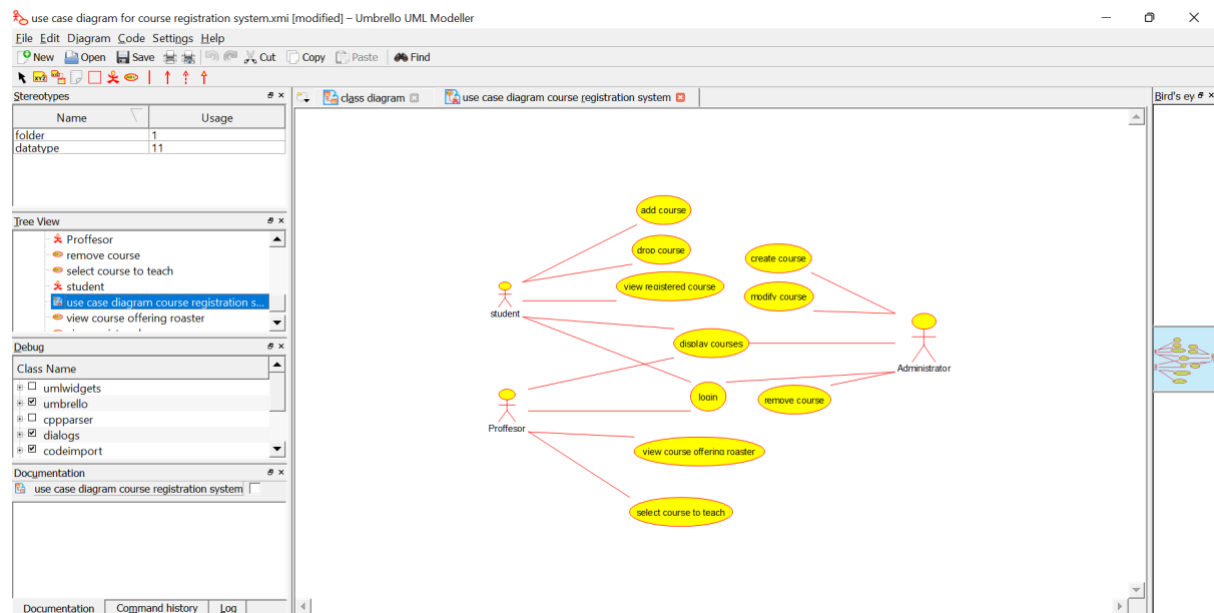


COURSE REGISTRATION SYSTEM

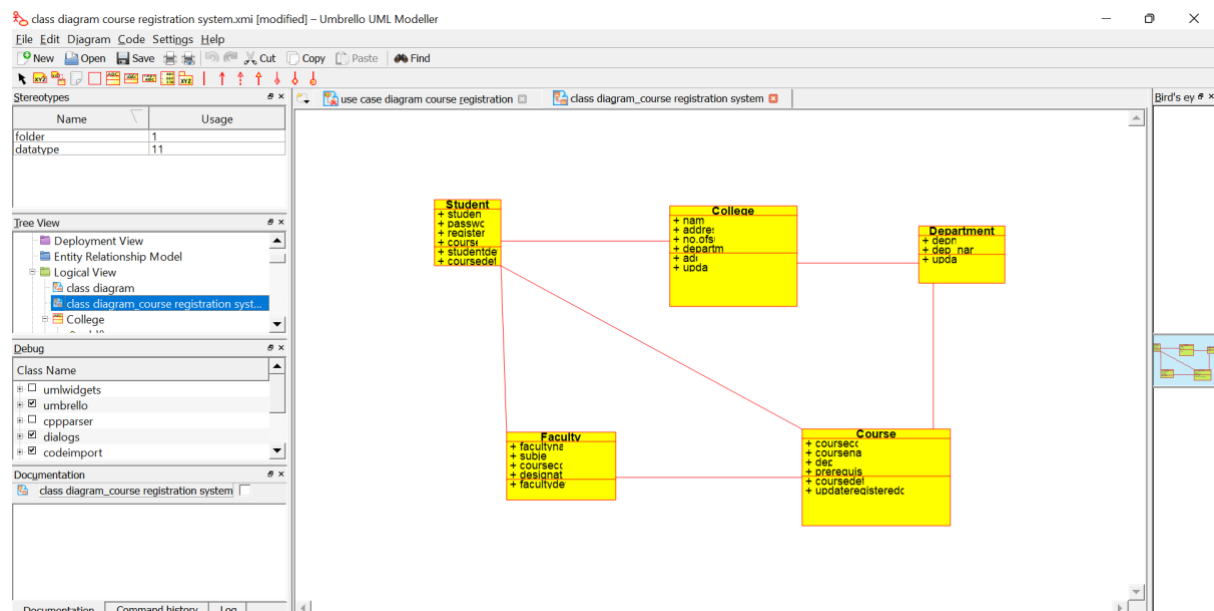
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Use case diagram:



Class diagram:



Code generation:

C++:

```
#include "Student.h"

// Constructors/Destructors

//

Student::Student () {
initAttributes();
Student::~~Student () {

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Student::initAttributes () {

}

#include "Faculty.h"

// Constructors/Destructors

//

Faculty::Faculty () {
initAttributes();

}

Faculty::~~Faculty () { }

//

// Methods

//

// Accessor methods

//

// Other methods
```

```

//
void Faculty::initAttributes () {
}
#include "Department.h
// Constructors/Destructors
//
Department::Department () {
initAttributes();
}
Department::~~Department () { }
//
// Methods
//
// Accessor methods
//
// Other methods
//
void Department::initAttributes () {
}
#include "Course.h"
// Constructors/Destructors
//
Course::Course () {
initAttributes();
}
Course::~~Course () { }
//
// Methods
//
// Accessor methods

```

```
//  
  
// Other methods  
  
//  
void Course::initAttributes () {  
  
}  
#include "College.h"  
// Constructors/Destructors  
//  
College::College () {  
initAttributes();  
}  
College::~~College () { }  
//  
// Methods  
//  
// Accessor methods  
//  
// Other methods  
//  
void College::initAttributes () {  
  
}
```