Design a platform for buying tickets of local events.

Objects and Behaviors:

Computer:

    Data:

    Behaviors: startUp, connectToInternet

Internet:

    Data: Google, Collection of Websites

    Behaviors: searchForElectricityWebsites

Electricity Website:

    Data: URL, ListOfEvents

    Behaviors: search, display, sort, compare

Events holders:

    Data: eventName, Contact, Time, Place, Price, Introduction, Requirement

    Behaviors: startUpComputer, addEvents, modify, earnBenefits

Events participant:

Data: Name, Contact, Age, Gender, Address

Behaviors: login, search, filter, review, compare, decide, pay

Sequence of invoking behaviors on objects

PostingEventsInThePlatform

Events Holders H;

if the Internet.isAvailable

    H.loginToThePlatform -> username, password: connected

    if the Website.isAvailable

        H.post -> EventDetails: confirmForPosting

    else

        refresh the Website

SearchingEventInThePlatform

Events Participant Tong;

Events Holders H;

Tong.startUpComputer -> username, password: login success

If the Internet.isAvailable

    Tong.searchForEvent -> eventInformation: ListOfEvents

    Tong.findDesirableEvent -> eventName: eventWebsite

```
seattleConcert = website

if seattleConcert.hasVacantPositions

    Tong.payForTheEvent  ->  personal  information:
confirm

else

    SearchOtherEvents

end

end
```