Design a course registration platform.

Objects and behaviors:

Computer:

>Data:

>Behaviors: startUp, connectToInternet

Internet:

>Data: Google, Collection of Websites

>Behaviors: searchForElectricityWebsites

Electricity Website:

>Data: URL, ListOfCourse

>Behaviors: search, display, compare

Course Administrator:

>Data: courseName, courseDescription, courseCredit, courseProfessor, coursePlace, courseTime, courseStatus

>Behaviors: login, post, modify, confirm, approve

Course Registrator (Student):

>Data: Name, Campus, Username, Password, campusID

>Behaviors: startUpComputer, login, search, compare, add,

review, delete, submit

Sequence of invoking behaviors on objects

PostingCourseInThePlatform

Course Administrator A;

If the Internet.isAvailable

    A.loginToThePlatform->username, password: connected

    If the Website.isAvailable

    A.post -> CourseDetails: confirmForPosting

    else

        refresh the Website

RegisterCourseInThePlatform

Student Tong;

Course Administrator A;

Tong.startUpComputer -> password: computerStartUp

if the Internet.isAvailable

    Tong.loginToThePlatform -> username, password: login success

    Tong.searchForCourse -> CourseInformation: ListOfCourse

    Tong.findDesirableCourse -> courseStatus

    If courseStatus == hasVacantPositions

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            Tong.addDesirableCourse -> courseInformation
    else

            searchOtherCourses

    end

end
```