Design a course registration platform

Identify Objects and Behaviors:

Thing(Object)/Entity:

Information (Data)/(State):

Services(Behaviors)/Actions

Things:

Student(Website Visitor):

Data: Name, Major, Grade, Phone

Behaviors: choose, search, register, compare

Internet

Data: Group of Websites(Collection of Websites)

Behavior: searchForElectronicWebsites

ElectronicWebsites

Data: myNEU

Behavior: compare, display, filter

Course

Data: name, subject, information, time

Behavior:

Sequence of invoking behaviors on Objects:

Student emily,

Internet internet,

ElectronicWebsite myNEU,

Course Java

If Internet.isAvailable

emily.loginToElectronicWebsite -> myNEU:authorize

if( authorize is true)

emily.searchCourse -> Collection of Course: course

courseNumber = 1;

Loop

if peter.findsNoCourse

break

end

emily.findDesirableCourse -> subject, time, information

bestCourse = Java

if Java.isAvailble

break

else

courseNumber=courseNumber+1

end

end

else

emily.registerForANewAccount -> myNEU

end

else

emily. browseInternetAfterAWhileBack

end