Design a Course Registration platform

Objects & Behaviours:

CourseRegistrationPlatform

      Data : course, fee

          :listOfCourses(Group of courses)

      Behaviour : login, search, sort, registerCourse, dropCourse, logout

Student

      Data : name, studentId,username,password

      Behaviours : searchForCourses, sort, readCourseDetails, registerForCourse, DropCourse, getBill, payFee

Approver

      Data : name, authorizationId

      Behaviours : approveLoginRequest, approveRegistrationRequest, rejectRegistrationRequest, approveDropCourseRequest

Course

      Data : name, courseNumber, courseDescription, prerequisite

      Behaviour :

Sequence of invoking behaviours on objects:

CourseRegistrationPlatform myNeu

Student lee

Approver neu

Course maths

lee.loginToMyNeu→myNeu,username,password

if neu.approveLoginRequest

      lee.redirectedToHomePage

      lee.searchForCourse→myNeu,semester,credits,department→listOfCourses:course

      Loop

            If lee.foundNoCourses

                 break;

            end

            lee. readCourseDetails

            lee.foundDesiredCourse

            maths=course

            if maths.isNotEmpty

                 break;

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                else

                        course.nextCourse

                end

        End

        maths=course

        if maths.isNotEmpty or maths!=null

                lee.registerForCourse

                if neu. approveRegistrationRequest

                        lee.getBill

                        lee.payFees

                else

                        lee.searchForOtherCourse

                end

        else

                lee.searchForOtherCourse

        end

        if lee.wantToDropCourse

                lee.dropCourse

                neu.approveDropCourseRequest

        end

else

        lee.retryWithCorrectCredentials

end
```