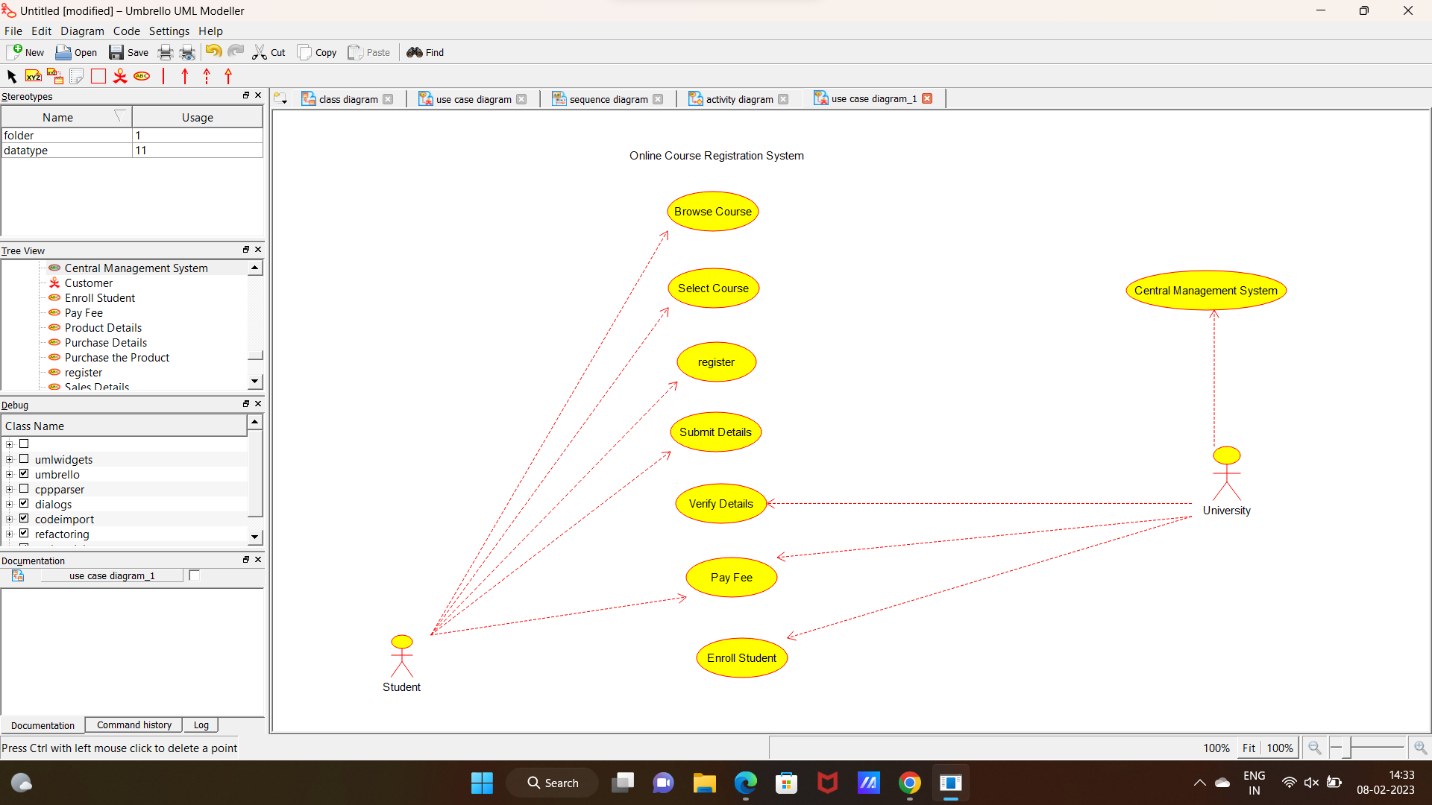
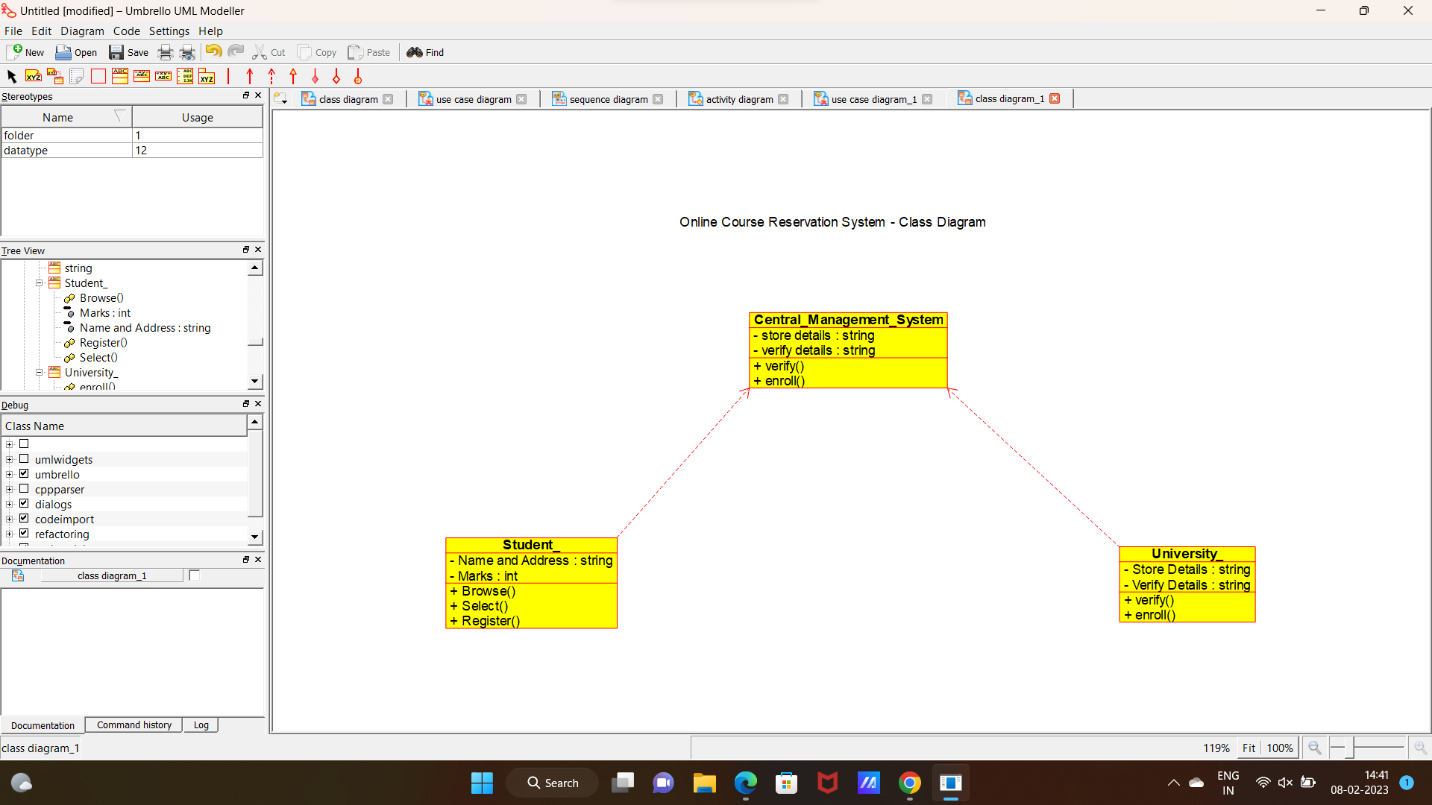
5 – ONLINE COURSE REGISTRATION SYSTEM

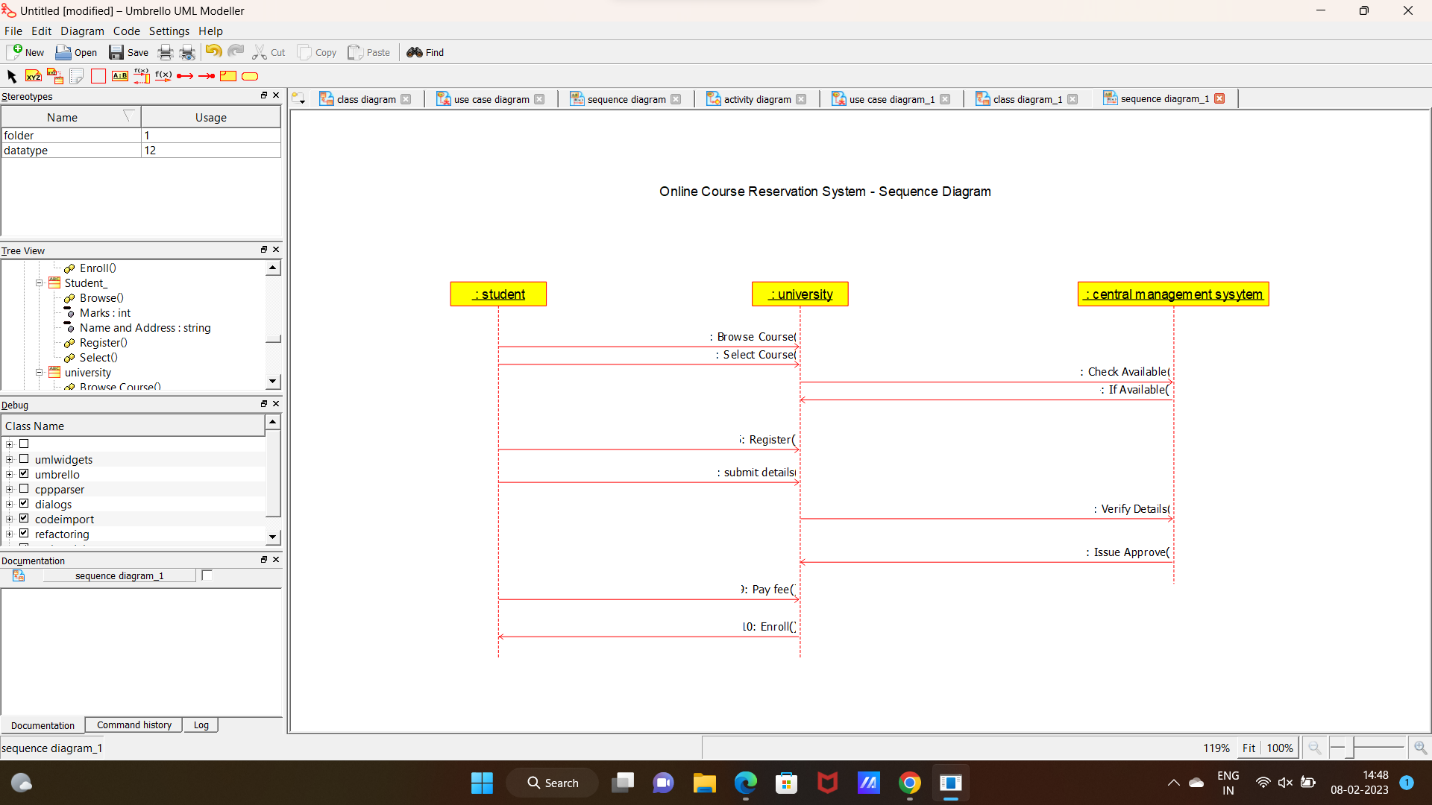
1:USE CASE:



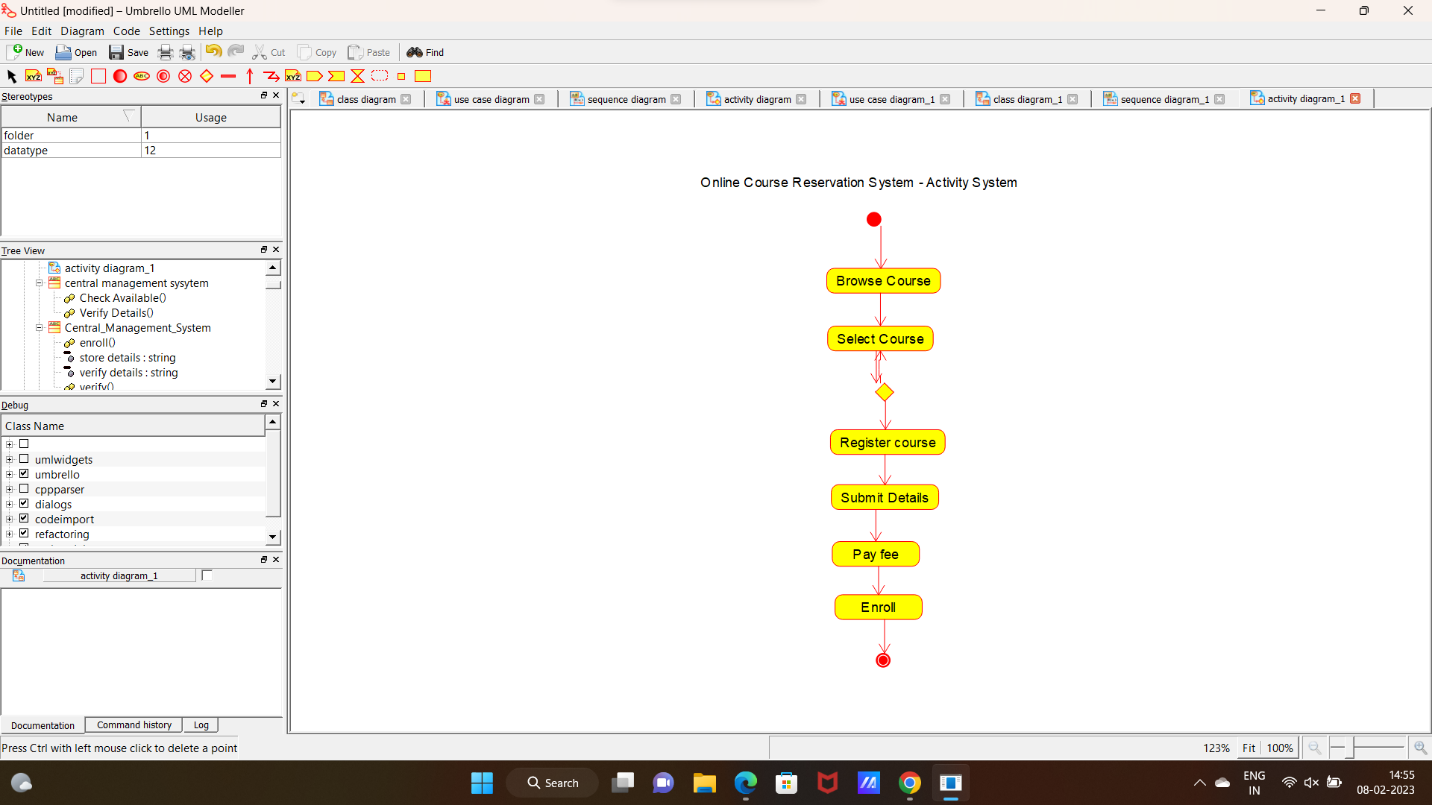
2:CLASS DIAGRAM:



3:SEQUENCE DIAGRAM:



4:ACTIVITY DIAGRAM:



**CODE:**

CENTRAL MANAGEMENT SYSTEM:

#include "Central\_Management\_System.h"

// Constructors/Destructors

//

Central\_Management\_System::Central\_Management\_System () {

initAttributes();

}

Central\_Management\_System::~Central\_Management\_System () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Central\_Management\_System::initAttributes () {

}

DATABASE:

#include "Database.h"

// Constructors/Destructors

//

Database::Database () {

}

Database::~Database () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

DATE:

#include "Date.h"

// Constructors/Destructors

//

Date::Date () {

}

Date::~Date () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

LOGIN:

#include "Login.h"

// Constructors/Destructors

//

Login::Login () {

}

Login::~Login () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

PRODUCT DETAILS:

#include "Product\_Details.h"

// Constructors/Destructors

//

Product\_Details::Product\_Details () {

initAttributes();

}

Product\_Details::~Product\_Details () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Product\_Details::initAttributes () {

}

PURCHASE DETAILS:

#include "Purchase\_Details.h"

// Constructors/Destructors

//

Purchase\_Details::Purchase\_Details () {

initAttributes();

}

Purchase\_Details::~Purchase\_Details () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Purchase\_Details::initAttributes () {

}

SALES DETAILS:

#include "Sales\_Details.h"

// Constructors/Destructors

//

Sales\_Details::Sales\_Details () {

initAttributes();

}

Sales\_Details::~Sales\_Details () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Sales\_Details::initAttributes () {

}

STOCK DETAILS:

#include "Stock\_details.h"

// Constructors/Destructors

//

Stock\_details::Stock\_details () {

initAttributes();

}

Stock\_details::~Stock\_details () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Stock\_details::initAttributes () {

}

STUDENT:

#include "Student\_.h"

// Constructors/Destructors

//

Student\_::Student\_ () {

initAttributes();

}

Student\_::~Student\_ () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Student\_::initAttributes () {

}

UNIVERSITY:

#include "University\_.h"

// Constructors/Destructors

//

University\_::University\_ () {

initAttributes();

}

University\_::~University\_ () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void University\_::initAttributes () {

}

VERIFIER:

#include "Verifier.h"

// Constructors/Destructors

//

Verifier::Verifier () {

}

Verifier::~Verifier () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//