

5. Design a course registration platform

Objects and Behaviors:

Network:

Data:

Behavior: connectToNetwork, reconnect, login

Database:

Data: Courses, Students;

Behaviors: showCourses;

Course:

Data: Name, Number, Professor, Date, Credit

Behavior: isAvailable

Student:

Data: Name, IDNumber;

Behavior: register, drop

Sequence of invoking Objects:

Network network;

Database database;

Course course;

Student fan;

If network.connectToNetwork : isAvailable:

if network.login -> fan : Student Login:

database.showCourses : Collections of Courses;

database.search -> course.number : Course

if course.isAvailable:

fan.register -> course.number;

else:

fan.tryagain;

else:

network.login

else:

network.reconnect