Problem 1:   Design a course registration platform

Objects and behaviors:

RegistrationWebsite:

      Data: SchoolName

      Behavior: login, register, showClasses, checkClasses, selectSuccess, selectFail, cancel

Classroom:

      Data: ClassName, classCapacity

      Behavior:

Faculty:

      Data: Name.

      Behavior: startClass, introduce, giveBooks, teach, endClass

Student:

      Data: userName, pin

      Behavior: connetRegistrationWebsite, selectClass, cancel

Sequence of invoking behaviors on objects

Student Ash -> new Student

Ash.connetRegistrationWebsite -> userName, pin

if(userName , pin -> right)

      RegistrationWebsite.login

      RegistrationWebsite.showClasses

Ash.selectClass -> className

If(RegistrationWebsite.checkClasses -> haveroom)

      RegistrationWebsite.selectSuccess

Else

      RegistrationWebsite.selectFail

Ash.cancel -> className

If(className -> belongtoAsh)

      RegistrationWebsite.cancel

Else

      return null