

Design a course registration platform.

Things:

Student

Data: Name, Subject, Grade, Number

Behaviors: selectInfo, readCourse, registCourse, waitForSeat,
cancelCourse,

Internet

Data: platformURL

Behaviors: connectPlatform

Platform

Data: studentList, subjectList, gradeList, courseList

Behaviors: loginStudent, getInfo, showCourse, placeStudent,
rejectRequest,

Course

Data: studentNumber, teacher

Behaviors: outputInfo, checkSeat

Student sookie

Student long

Internet internet

Platform sookieCourse

Platform longCourse

Course application

Course lab

-----program-----

internet.connectPlatform()

if sookieCourse.loginStudent(){

sookie.selectInfo()->Name, Subject, Grade, Number

sookieCourse.getInfo()

sookieCourse.showCourse()

sookie.readCourse()

if sookie.registCourse(application){

application.outputInfo-> studentNumber,

teacher

if (application.checkSeat!=null){

sookieCourse.placeStudent

}

else{

sookieCourse.rejectRequest

}

}

if sookie.registCourse(lab) {

lab.outputInfo-> studentNumber, teacher

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        if (lab.checkSeat!=null){
            sookieCourse.placeStudent
        }
        else{
            sookieCourse.rejectRequest
        }
    }
}

if longCourse.loginStudent(){
    long.selectInfo()->Name, Subject, Grade, Number
    longCourse.getInfo()
    longCourse.showCourse()
    long.readCourse()
    if long.registCourse(application){
        application.outputInfo-> studentNumber,
        teacher
        if (application.checkSeat!=null){
            longCourse.placeStudent
        }
        else{
            longCourse.rejectRequest
        }
    }
}

```

```
}  
  
if long.registCourse(lab) {  
    lab.outputInfo-> studentNumber, teacher  
        if (lab.checkSeat!=null){  
            longCourse.placeStudent  
        }  
        else{  
            longCourse.rejectRequest  
        }  
    }  
}
```