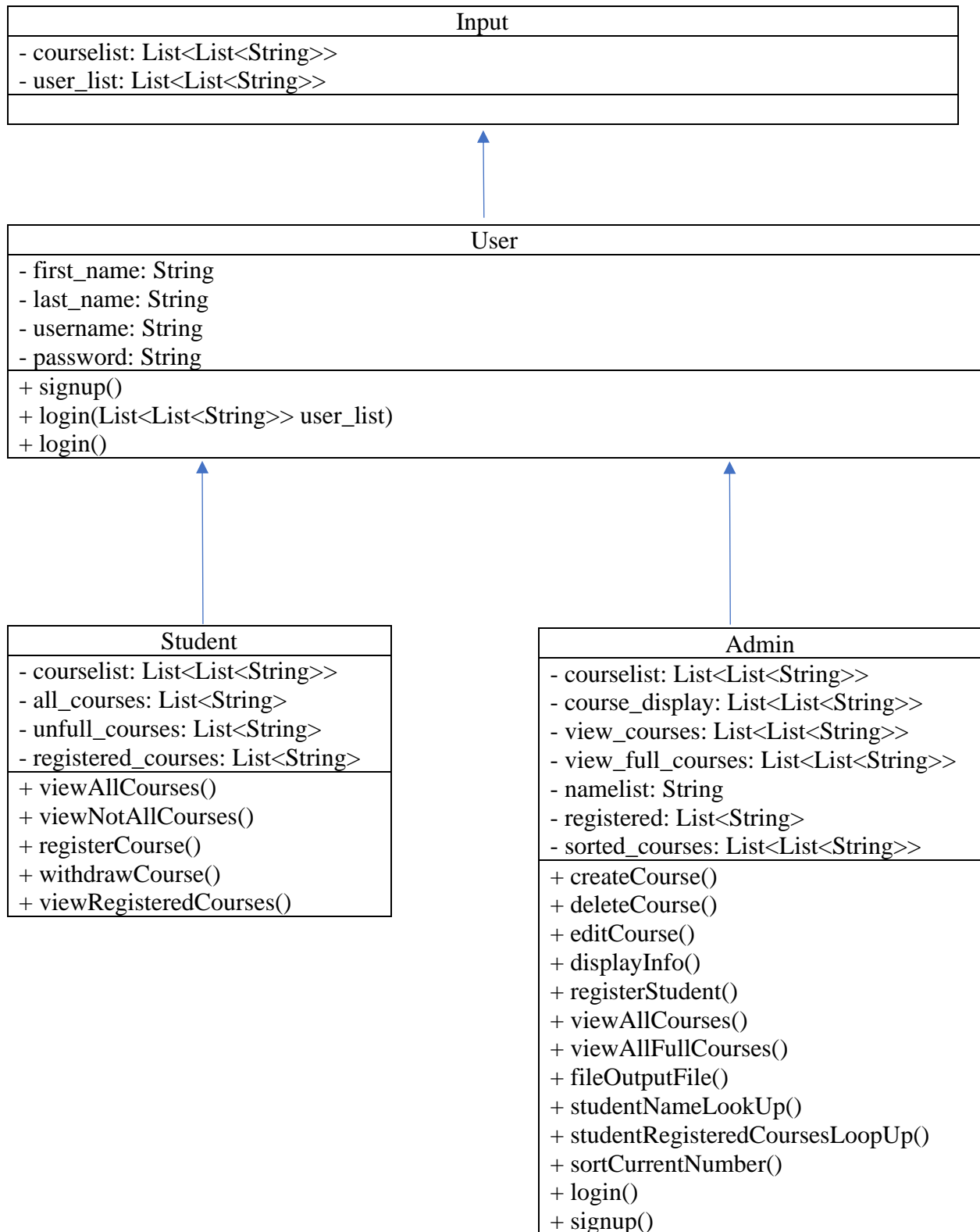


UML Diagram



Oop concepts: firstly, I use method overloading in the Student class, Admin class, and User class. Some of them are assigned to take the arraylist as input. Those who don't take anything as input will inherit the arraylist from the Input class by default. Then, I use method overriding for the admin methods, which overrides the login() and signup(). In this way I can override these two methods in User class and make a differentiation. Moreover, I assign the inheritance in the way that the User class inherits from Input class, and the Student and Admin class both inherit from User class. In addition, I make the User class as an abstraction class so that the User object can't be created. The object has to be either a Student or an Administrator specifically.

Programming Workflow

