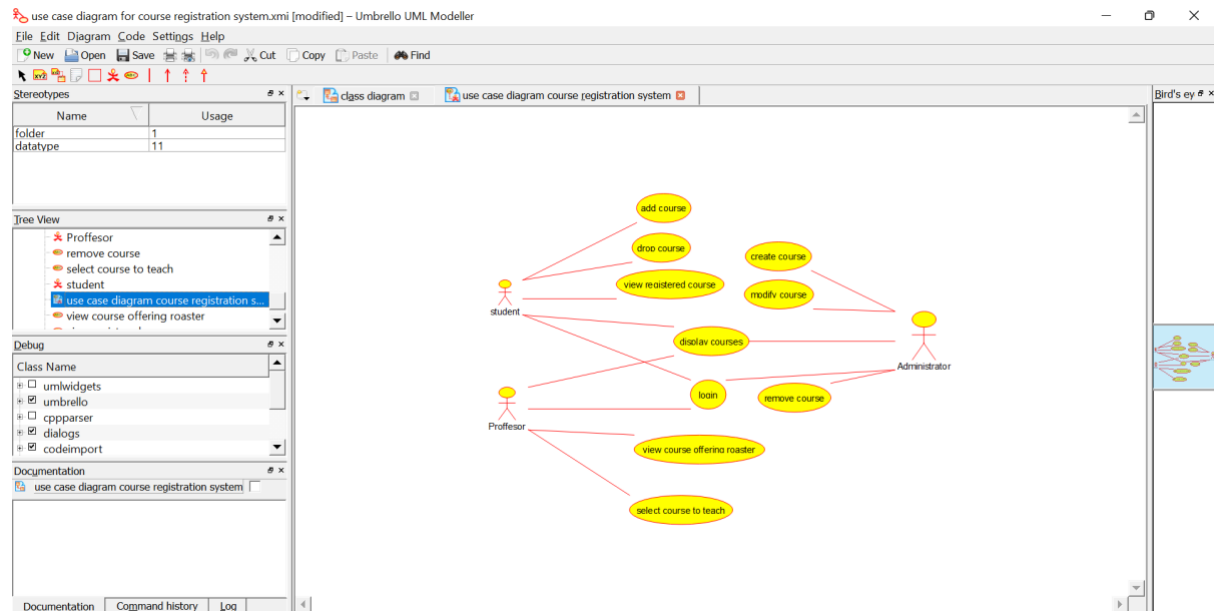


COURSE REGISTRATION SYSTEM

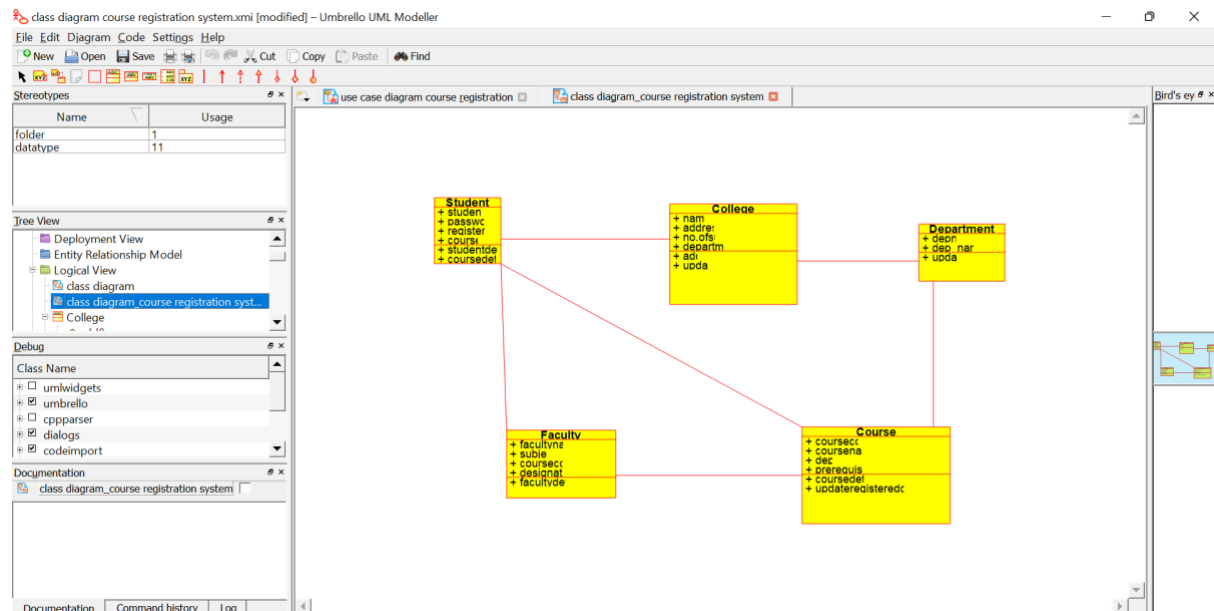
K.V.Sai Sanjana

192011124

Use case diagram:



Class diagram:



Code generation:

C++:

```
#include "Student.h"

// Constructors/Destructors

//

Student::Student () {
initAttributes();
Student::~~Student () {
//

// Methods

//

// Accessor methods

//

// Other methods

//

void Student::initAttributes () {
}

#include "Faculty.h"

// Constructors/Destructors

//

Faculty::Faculty () {
initAttributes();
}

Faculty::~~Faculty () { }

//

// Methods

//

// Accessor methods

//

// Other methods
```

```

//

void Faculty::initAttributes () {

}

#include "Department.h

// Constructors/Destructors

//

Department::Department () {

initAttributes();

}

Department::~~Department () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Department::initAttributes () {

}

#include "Course.h"

// Constructors/Destructors

//

Course::Course () {

initAttributes();

}

Course::~~Course () { }

//

// Methods

//

// Accessor methods

```

```
//  
  
// Other methods  
  
//  
void Course::initAttributes () {  
  
}  
#include "College.h"  
// Constructors/Destructors  
//  
College::College () {  
initAttributes();  
}  
College::~~College () { }  
//  
// Methods  
//  
// Accessor methods  
//  
// Other methods  
//  
void College::initAttributes () {  
  
}
```