**CLASS DIAGRAM:**

Where we have four diagrams sign up, sign in, GUI and new course these all are the four classes which are used in the program GUI is our main class which will implement all the function related to graphical user interface and it will handle graphical user interface but the all other classes will be used to carry out the job like to verify the account to to sign up new user to add new courses as clear from class names GUI class have two attributes ID and password these will be e send to other classes for verification and sign up and the GUI have two three operations the main gui constructor and the other operation are ActionListener which will perform actions when the respective buttons will be pressed and the operation unique ID is also an will generate automatically unique ID for the user who will register newly, all other classes are similar to the main GUI class they also have some same attributes like name ID and password to verify or to register new students after taking data from main GUI class

**Sequence Parent:**

In the diagram "sequence parent" it is the sequence diagram in which parent will interact will the system the parent will first send the message to the system by selecting the coach which he wants to book appointment with then the parent would select the available time to meet with the coach and after selecting the coach and available time the parent will book the appointment by pressing the book button then the system will generate a sleep for them notify them that the appointment has been booked for the system will return the message that appointment booked

**Sequence Student:**

In this sequence diagram the student will interact with the system and first of all if he is new student he will click the button sign up and he will sign up for the course he will select the relevant course then he will select the coach he wants to learn from then he will select the time for the class and then he will press the register button to get registered after sending these messages and data to system and system will return the message that sign up successful and he will be registered

**USE CASE:**

In the use case diagram we have two actors student and parent the student can perform a task that he can sign up for the course or he can sign in for the course for signup he needs to select lessons and select time select coach and for sign in he needs to enter ID and password , coming to the next actor the parent can book appointment with any coach with available time