

## Design a course registration platform

### Objects and Behaviors:

#### Student:

Data: name, ID, major,

Behavior: readInstruction, searchCourse, register, cancel, wait

#### School:

Data: courseList, studentList

Behavior: postCourse, solveProblem

#### Platform:

Data: name, URL, courseName, availableSeat, studentNumber

Behavior: search, match, register

#### Course:

Data: name, content, location, schedule, numberOfStudent, preRequirement

Behavior:

### Sequence of Flow - Invoke Objects with Behaviors

Student kevin;

School neu;

Platform coursePlatform;

Course math;

neu. postCourse -> coursePlatform, kevin: readInstruction

if post is true

    kevin.searchCourse -> coursePlatform, neu, math

    if kevinMeetsPreRequirement

        kevin.applyForCourse -> coursePlatform, math

        if math.isAvailable

            kevin.registerCourse -> coursePlatform

            if kevin.changeHisMind

                kevin.cancelCourse -> coursePlatform

        else

            kevin.waitForVacancy -> coursePlatform

    else

        kevin.canNotRegisterForCourse

else

    kevin.searchForOtherCourse -> coursePlatform, neu