

# INTERACTION Diagram

- Sequence
- Collaboration

# Interaction Diagrams

- A **Sequence diagram** is an interaction diagram that emphasizes the time ordering of messages;
- A **collaboration diagram** is an interaction diagram that emphasizes the structural organization of the objects that send and receive messages.

# SEQUENCE MODEL

- The sequence model elaborates the themes of use cases .
- There are two kinds of sequence models:
  - scenarios
  - sequence diagrams

## ■ SCENARIOS

- it's a **sequence of events that occurs during one particular execution of a system.**
- The scope of a scenario can vary
  - Include all event in system or some part of event generated by certain objects
- scenario can be displayed as a list of text statements
- scenario contains message between objects
- each message transmits information from one object to another

# scenario for a session with online stock broker

- person logs in
- system establishes secure communication
- system displays portfolio information
- person enters buy order for 100 shares of GE at market price
- system verifies sufficient funds for purchase
- system display confirmation screen
- person confirms purchases
- system places order
- system display transaction tracking number
- person logs out

# SEQUENCE DIAGRAMS

- It shows the participant in interaction of a system with its actors & the sequence of messages among them.
- Each actor as well as the system is represented by a vertical line called **lifeline** and each message by a **horizontal arrow** from sender to receiver
- Time proceeds from top to bottom(not exact time), but the spacing is irrelevant
- each use case requires one or more sequence diagram to describe its behavior.
- Prepare a sequence diagram for each exception condition within the use case
- Note: sequence diagram can show concurrent signals

# Contents of an Interaction diagram

- **Objects**
- **Links**
- **Messages**

# Interaction Diagrams

- Interaction Diagrams are used for modeling the dynamic aspects of the systems.
- It involves modeling prototypical instances of
  - classes,
  - interfaces,
  - components, and
  - nodes, along with messages that are dispatched among them.

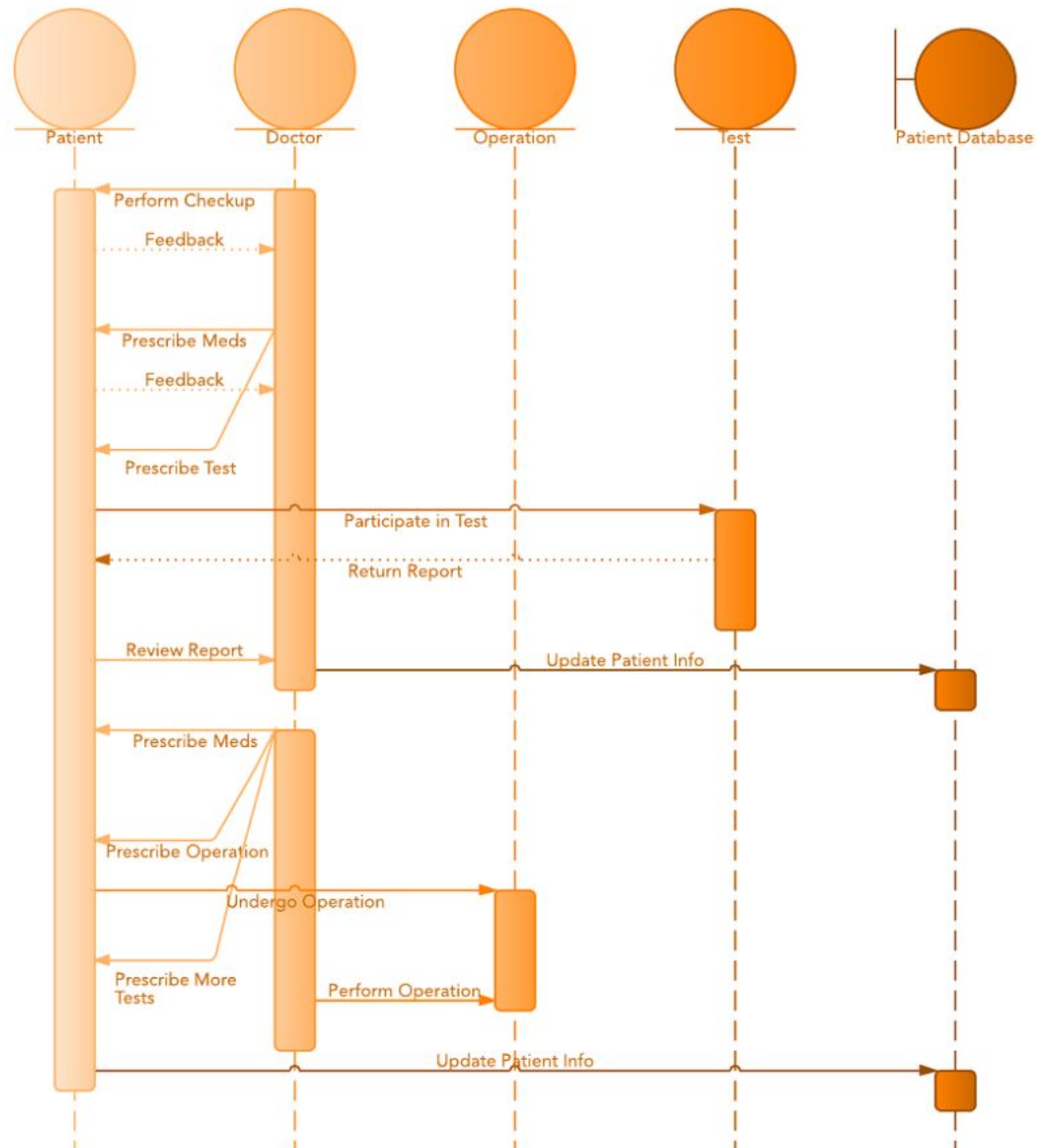
# Sequence Diagrams

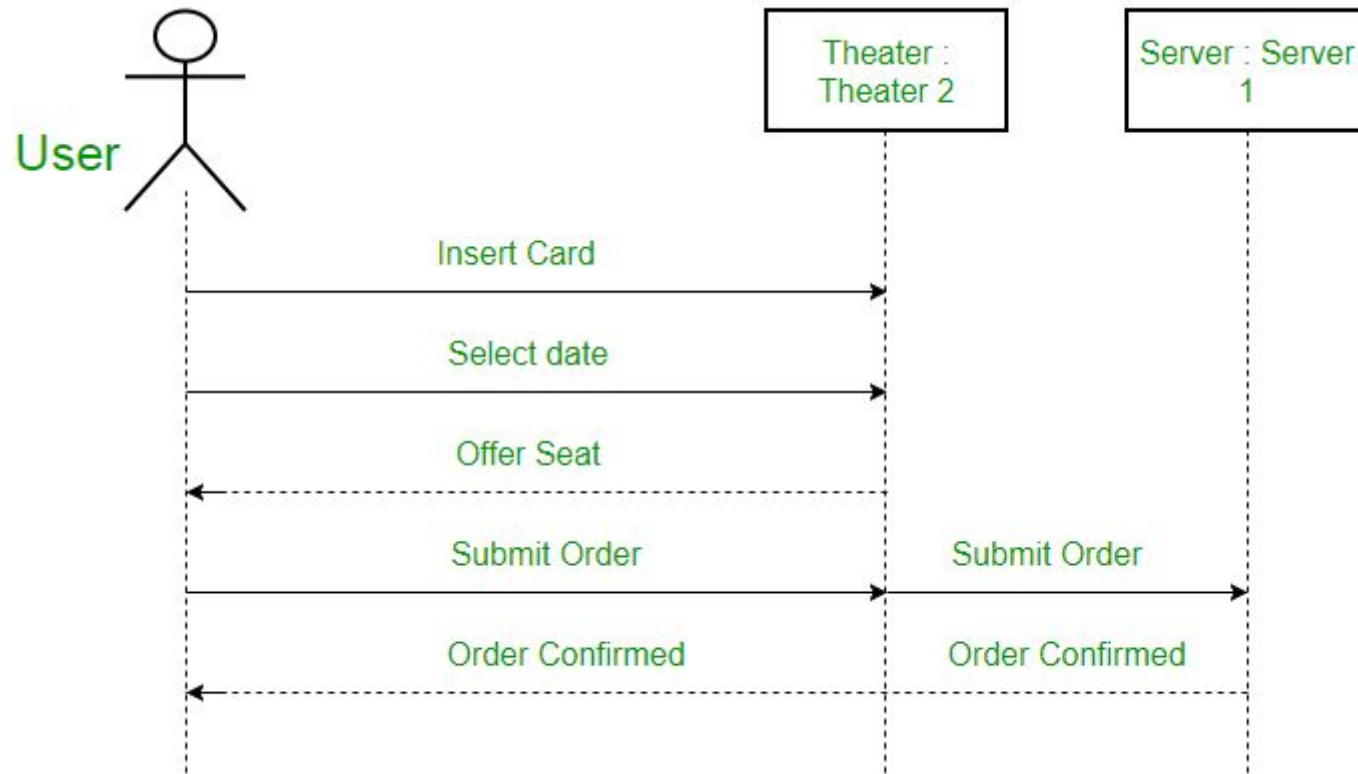
- To form sequence diagram, first **place the objects that participate** in the interaction at the top of the diagram , **across the X-axis**.
- Typically, **place the object that initiates** the interaction at the left, and increasingly more **subordinate objects to the right**.
- Next, **place the messages** that these objects send and receive **along the Y axis**, in order of increasing time from top to bottom.

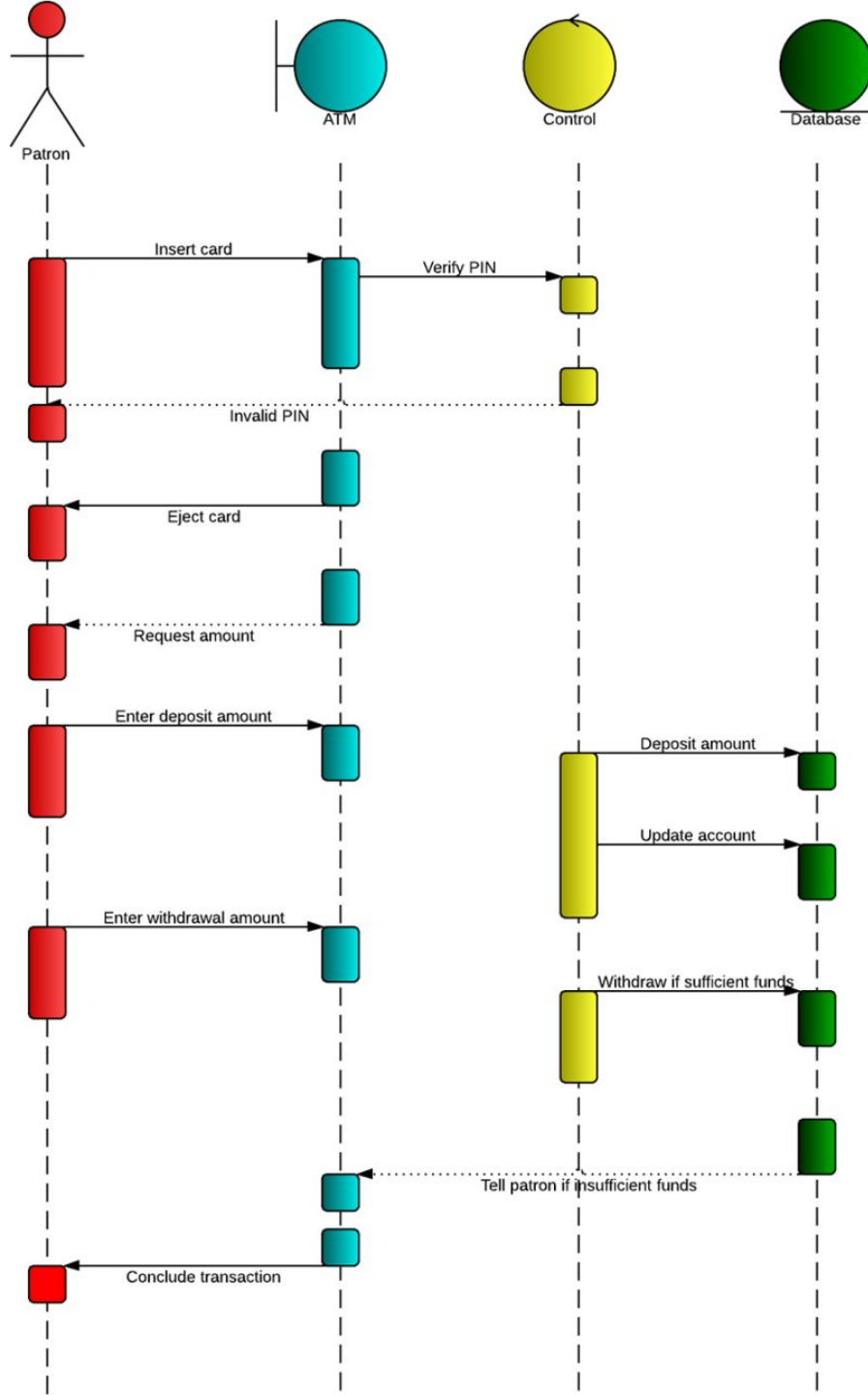


## Object Life Line Focus of Control

- It has two features that distinguish it from collaboration diagrams.
  - Object Life Line
  - Focus of Control
- Object Life Line
  - It is the vertical dashed line that represents the existence of an object
- Focus of Control
  - It is a tall, thin rectangle that shows the period of time during which an object is performing an action







# Collaboration Diagram

- A Collaboration diagram shows up the organization of the objects that participate in an interaction.
- Collaboration diagrams have **two** distinguished **features** that **separate** it from **sequence diagrams**.
- **First**, there is the **path** to indicate how one object is linked to another.
- **Second**, there is the **sequence number** to indicate the time order of a message.

# Collaboration Diagram

- A collaboration diagram displays object interactions organized around objects and their links to one another

