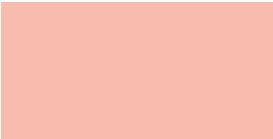
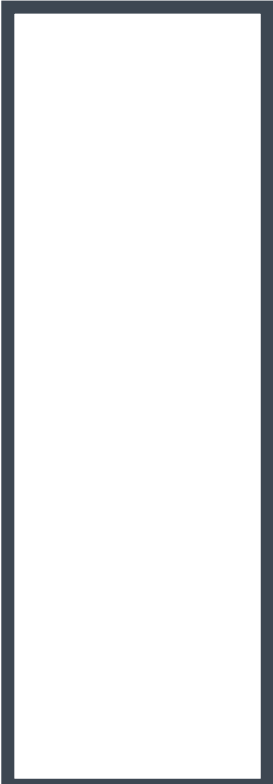
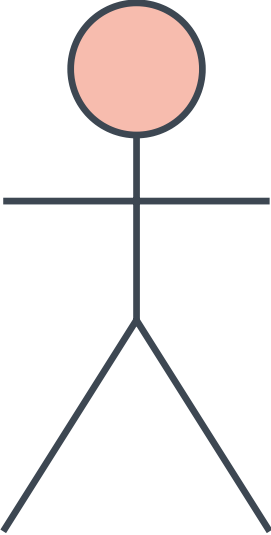
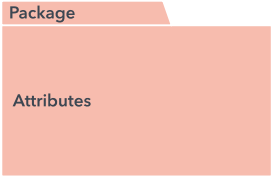
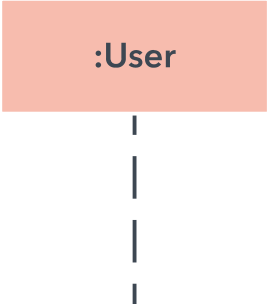




Symbol	Name	Description
	Object symbol	Represents a class or object in UML. The object symbol demonstrates how an object will behave in the context of the system. Class attributes should not be listed in this shape.
	Activation box	Represents the time needed for an object to complete a task. The longer the task will take, the longer the activation box becomes.

Symbol	Name	Description
	Actor symbol	Shows entities that interact with or are external to the system.
	Package symbol	Used in UML 2.0 notation to contain interactive elements of the diagram. Also known as a frame, this rectangular shape has a small inner rectangle for labeling the diagram.




Symbol	Name	Description
	Lifeline symbol	Represents the passage of time as it extends downward. This dashed vertical line shows the sequential events that occur to an object during the charted process. Lifelines may begin with a labeled rectangle shape or an actor symbol.
	Option loop symbol	Used to model if/then scenarios, i.e., a circumstance that will only occur under certain conditions.



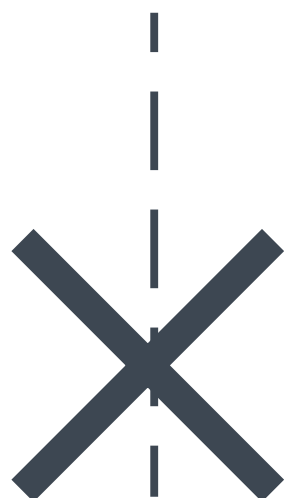
Symbol	Name	Description
 <p>The diagram shows a rectangular box representing an alternative message. The top-left corner is a small red trapezoid labeled 'Alternative'. The box is divided into two horizontal sections by a dashed line. The top section is labeled '[Condition]' and the bottom section is labeled '[Else]'.</p>	Alternative symbol	Symbolizes a choice (that is usually mutually exclusive) between two or more message sequences. To represent alternatives, use the labeled rectangle shape with a dashed line inside.

## Common message symbols

Use the following arrows and message symbols to show how information is transmitted between objects. These symbols may reflect the start and execution of an operation or the sending and reception of a signal.

Symbol	Name	Description
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Symbol	Name	Description
	Synchronous message symbol	<p>Represented by a solid line with a solid arrowhead. This symbol is used when a sender must wait for a response to a message before it continues.</p> <p>The diagram should show both the call and the reply.</p>
	Asynchronous message symbol	<p>Represented by a solid line with a lined arrowhead.</p> <p>Asynchronous messages don't require a response before the sender continues. Only the call should be included in the diagram.</p>
	Asynchronous return message symbol	<p>Represented by a dashed line with a lined arrowhead.</p>

Symbol	Name	Description
	Asynchronous create message symbol	Represented by a dashed line with a lined arrowhead. This message creates a new object.
	Reply message symbol	Represented by a dashed line with a lined arrowhead, these messages are replies to calls.
	Delete message symbol	Represented by a solid line with a solid arrowhead, followed by an X. This message destroys an object.