Sequence Diagram:

* Its behavioural type of a diagram
* It shows the interaction between objects

Representation of objects

Car

Class name

Life line

* When object will exist in our application
* It is represented by vertical dashed line

Activation Bar

* Shows When object will be active in our application

Messages:

1. Synchronous Message
   1. Application will wait for a response of a message

B

A

<<Message>>

<<Response>>

1. Asynchronous Message
   1. Application will not wait for a response of a message

A

B

<<Message>>

1. Create Message
   1. Object is created after this message

B

A

<<Create>>

1. Destroy message
   1. Already existing message is destroyed after this message

X

B

A

1. Lost message
   1. Any object had sent a message, and it lost

A

1. Found Message

A

* 1. any object had received a message, and source is unknown