Experiment 8

Collaboration Diagram

Software engineering

Introduction

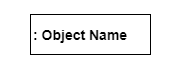
A collaboration diagram, also known as a communication diagram, is an illustration of the relationships and interactions among software objects in the Unified Modeling Language (UML). These diagrams can be used to portray the dynamic behavior of a particular use case and define the role of each object.

Collaboration diagrams are created by first identifying the structural elements required to carry out the functionality of an interaction. A model is then built using the relationships between those elements.

# Elements of Collaboration Diagram

A collaboration diagram resembles a flowchart that portrays the roles, functionality and behavior of individual objects as well as the overall operation of the system in real time. The major components of a collaboration diagram are:

1. Objects- Objects are shown as rectangles with naming labels inside. The naming label follows the convention of object name: class name. If an object has a property or state that specifically influences the collaboration, this should also be noted.



1. Links- Links connect objects with others and are depicted using a solid line between two elements. Each link is an instance where messages can be sent.



1. Messages- Messages between objects are shown as a labeled arrow placed near a link. These messages are communications between objects that convey information about the activity and can include the sequence number.



# COLLABORATION DIAGRAM

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