UML INTERACTION DIAGRAMS

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Contents

- Sequence diagram
- Collaboration diagram

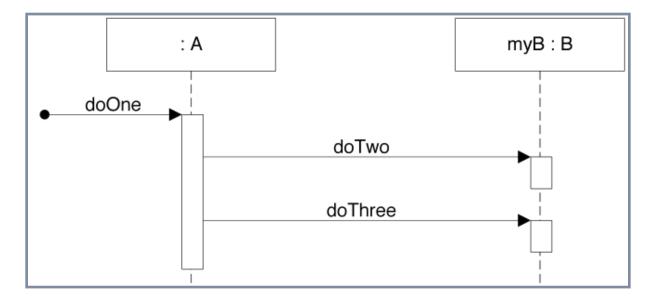
Interaction Diagrams

- Used for dynamic object modeling of systems
- Answer questions about behavior (i.e. events and sequencing)
- Two common types:
 - Sequence Diagrams (Superset of Systems Sequence Diagram)
 - Collaboration Diagrams

Sequence Diagram Example

```
public class A {
  private B myB = new B();

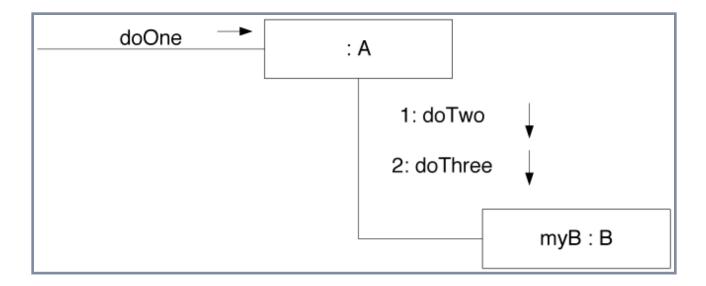
public void doOne() {
  myB.doTwo();
  myB.doThree();
  }
}
```



Communication Diagram Example

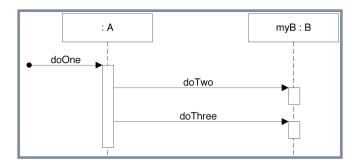
```
public class A {
  private B myB = new B();

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  myB.doTwo();
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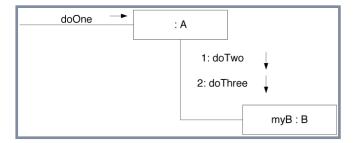


Relative Strengths

- Sequence Diagrams (SD)
 - Clearer notation & semantics
 - Better tool support
 - Easier to follow
 - Excellent for documents

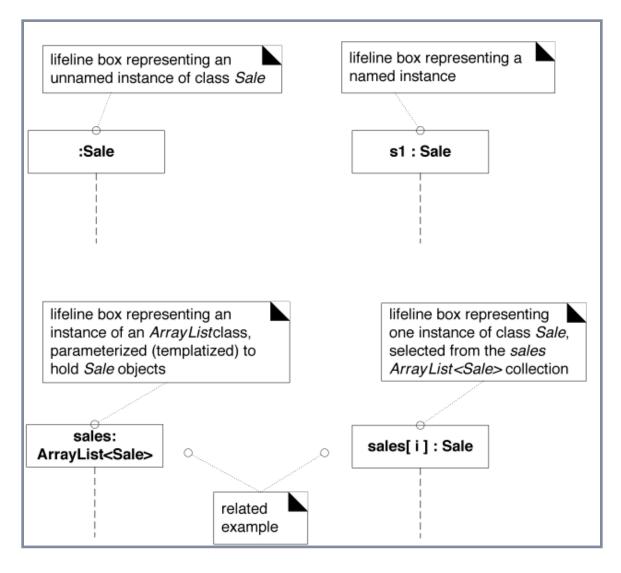


- Communication Diagrams (CD)
 - Much more space efficient
 - Easier to modify quickly
 - Excellent for UML as sketch



SEQUENCE DIAGRAM

Lifeline Boxes



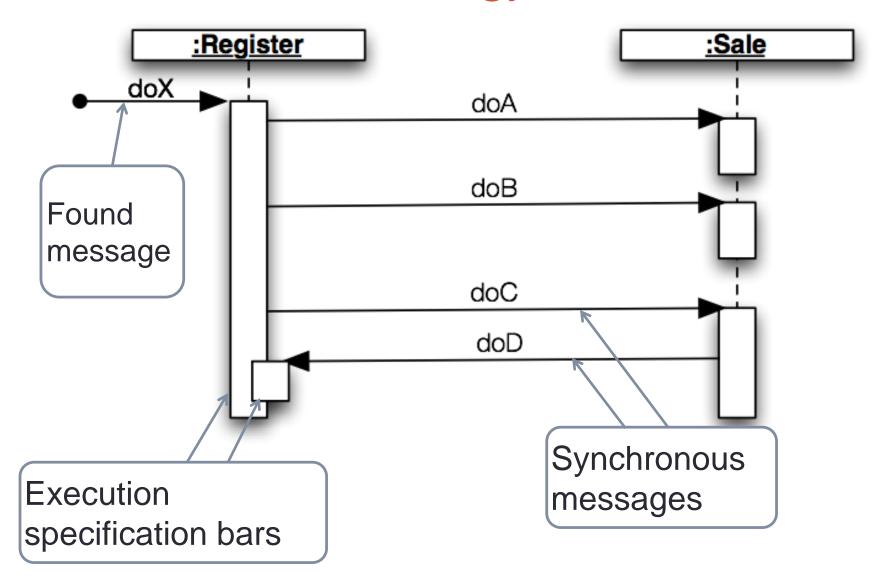
General Messaging Syntax

```
retVal = msg(param : paramType) : retType
```

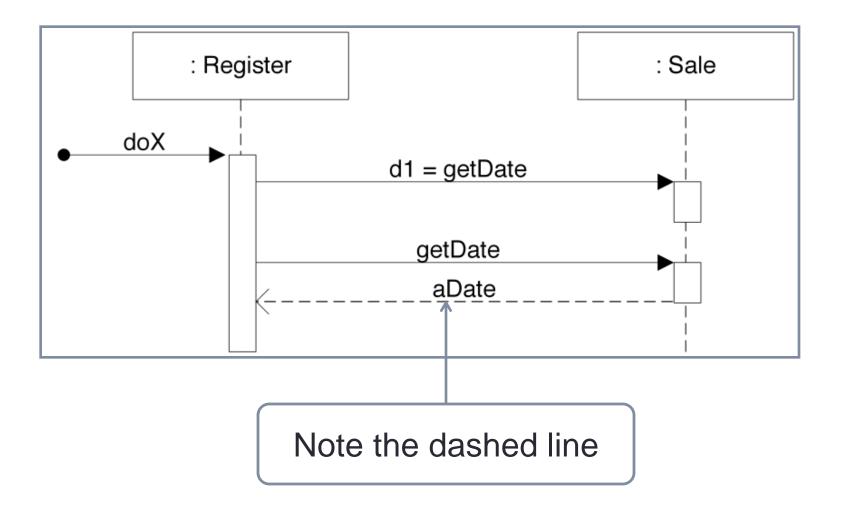
Type of information and params may be ignored for brevity, e.g.,

- initialize(code)
- initialize
- d = getProductDescription(id)
- d = getProductDescription(id : ItemID)
- d = getProductDescription(id : ItemID) : ProductDescription

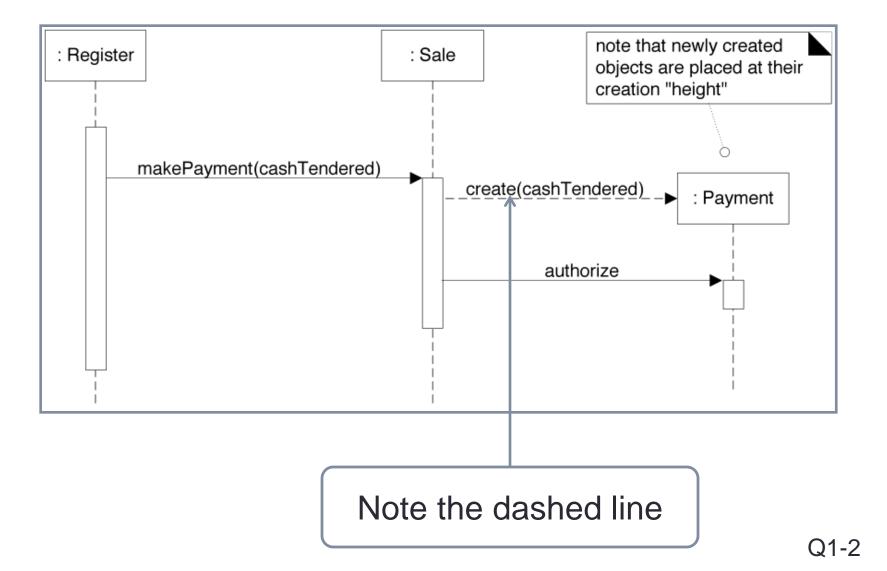
Basic SD Terminology



Return Values – Two Ways



Creating a New Instance



Object Destruction

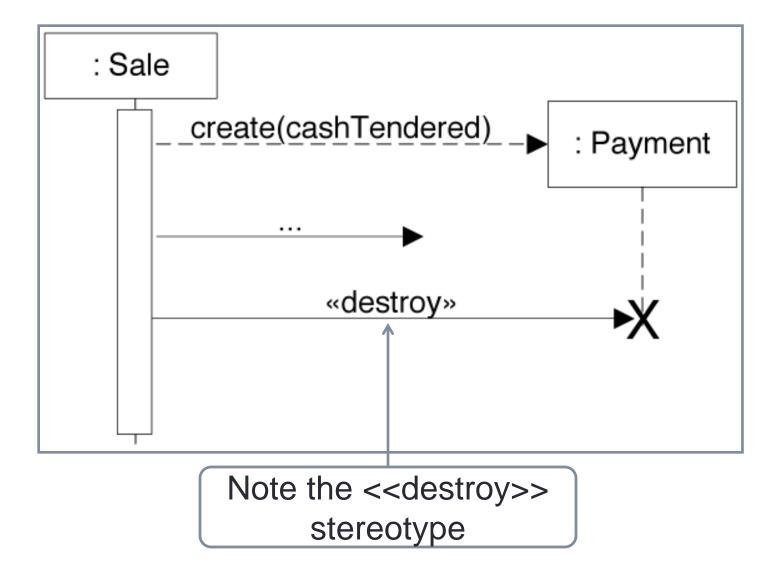
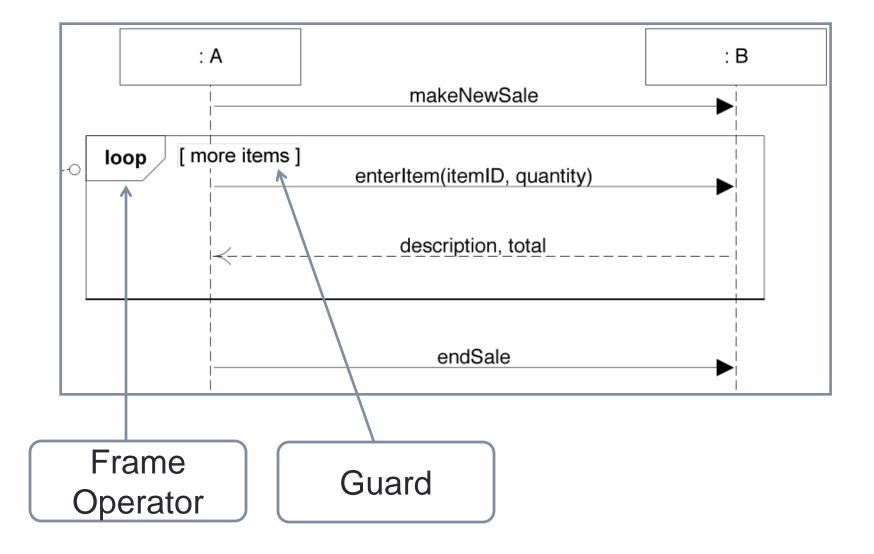


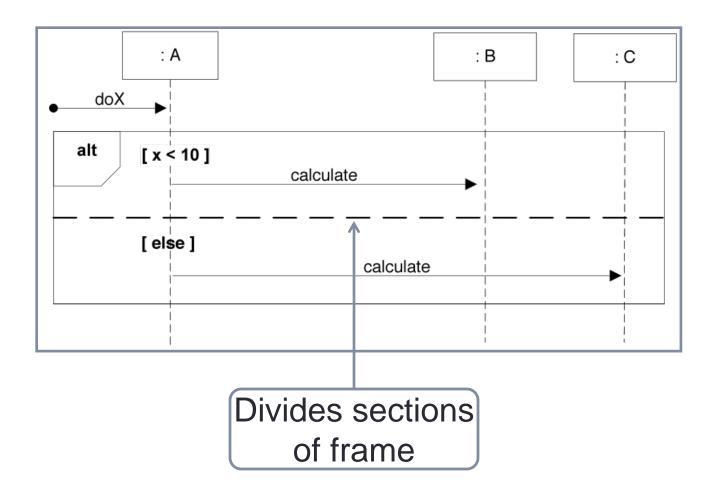
Diagram Frames



Common Frame Operators

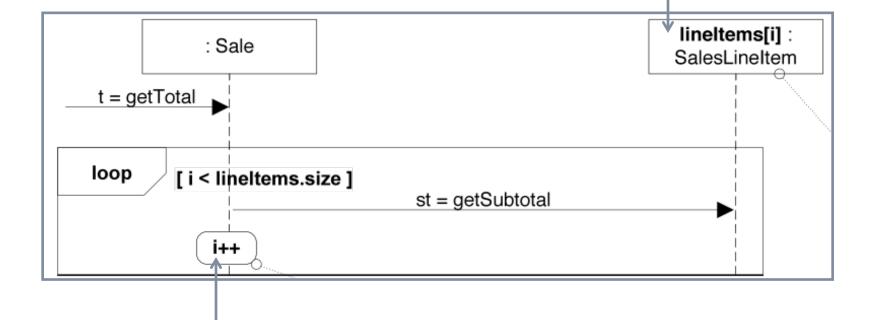
Operator	Meaning
alt	"Alternative", if-then-else or switch
loop	Loop while guard is true, or loop(n) times
opt	Optional fragment executes if guard is true
par	Parallel fragments
region	Critical region (only one thread can enter)
ref	A "call" to another sequence diagram
sd	A sequence diagram that can be "called"

Mutually Exclusive Condition



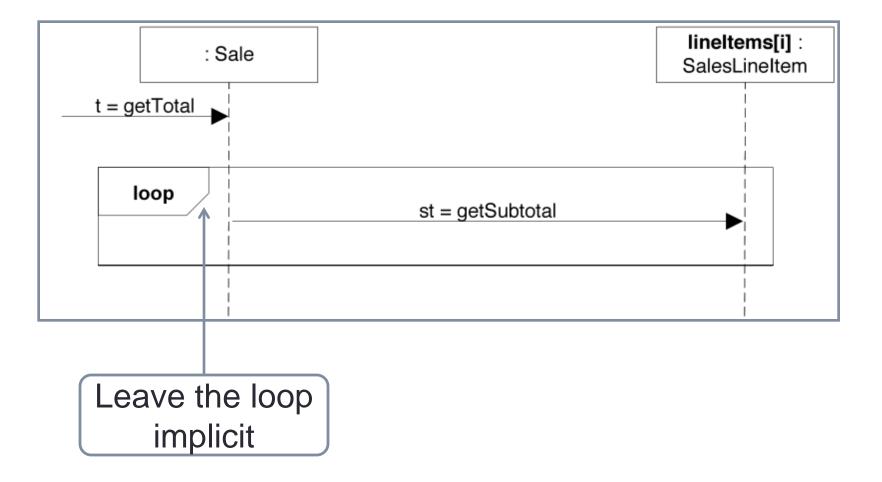
Iteration

One instance from a collection

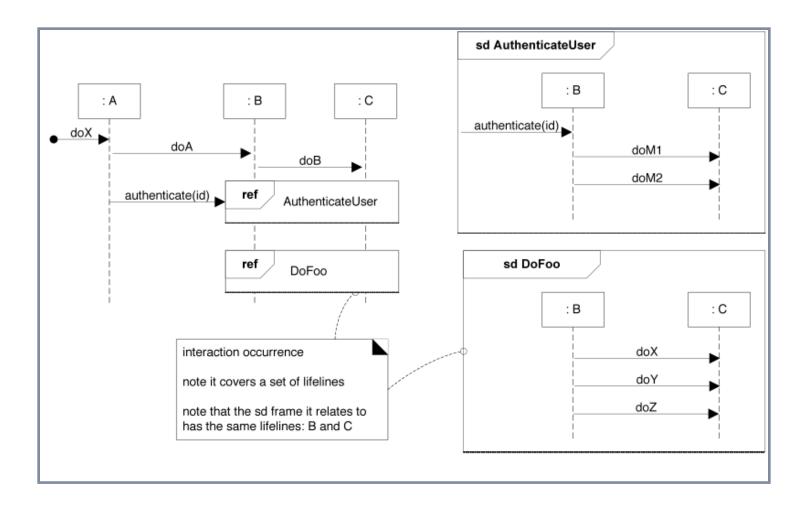


Action box contains arbitrary statements from implementation language

Iteration - Informal

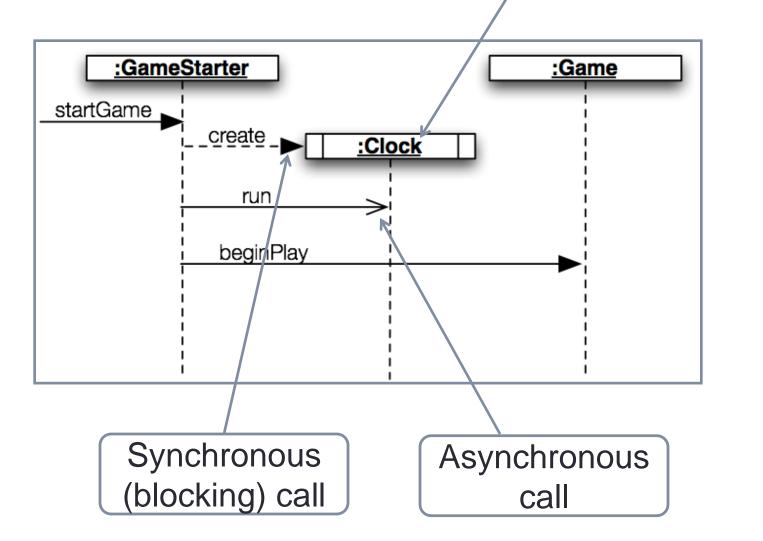


Abstracting Interaction



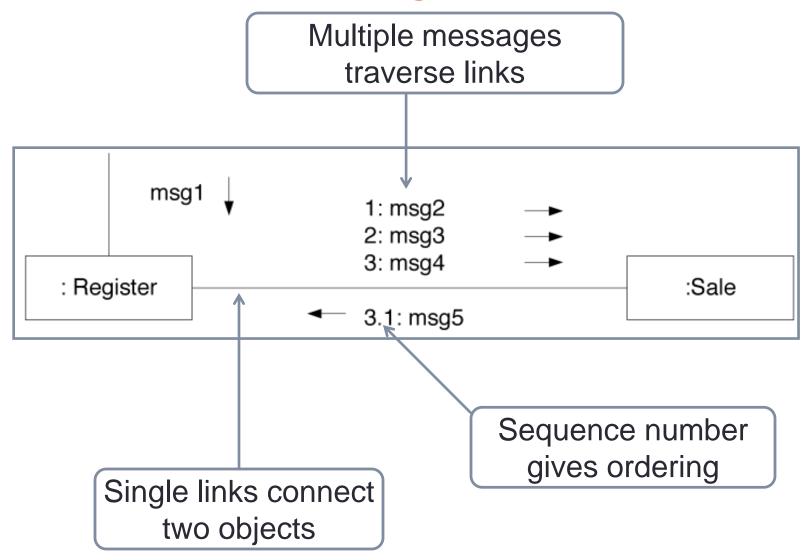
Asynchronous Call

Active object has its own thread

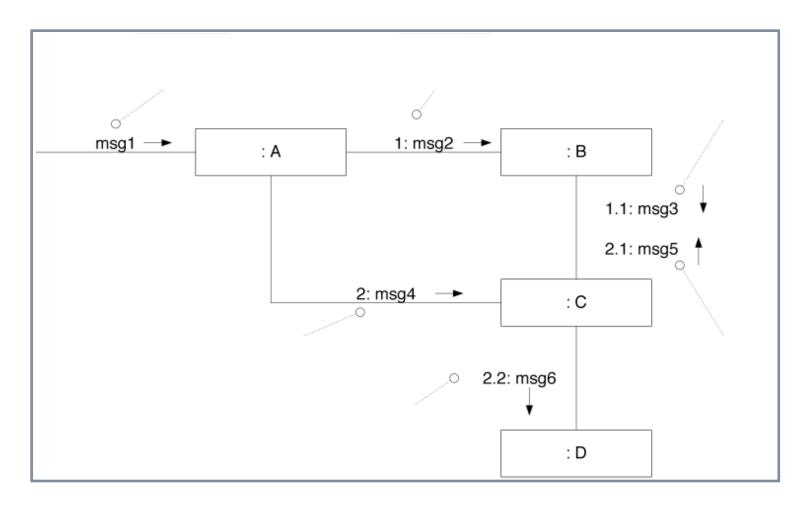


COMMUNICATION DIAGRAM

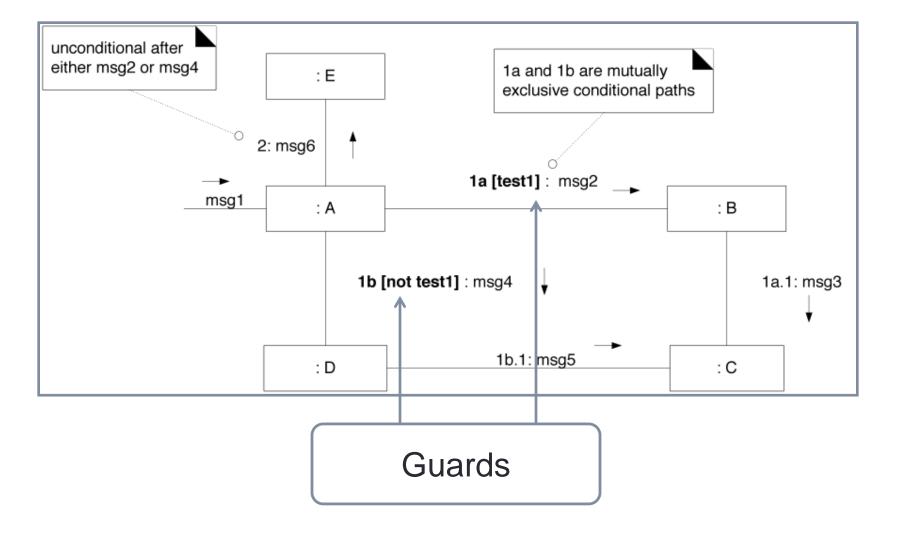
Links and Messages



Complex Sequence Numbering

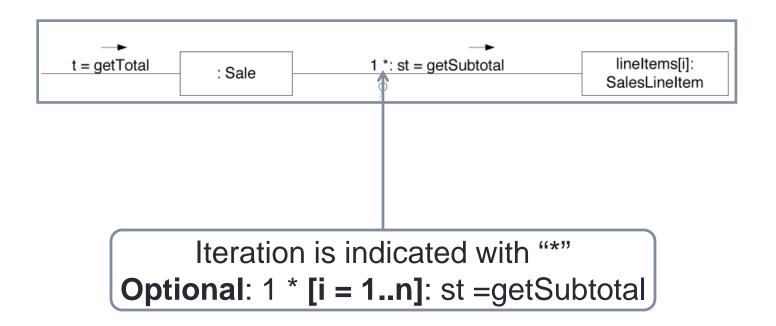


Conditional Messages



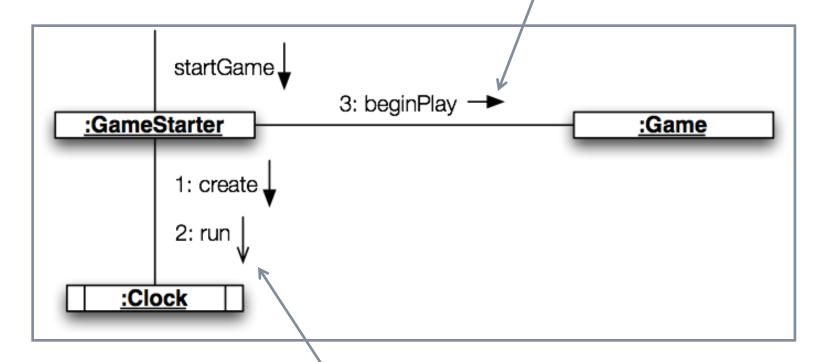
Iteration – Use *

Any Limitations?



Asynchronous Calls

Synchronous (blocking) call



Asynchronous call