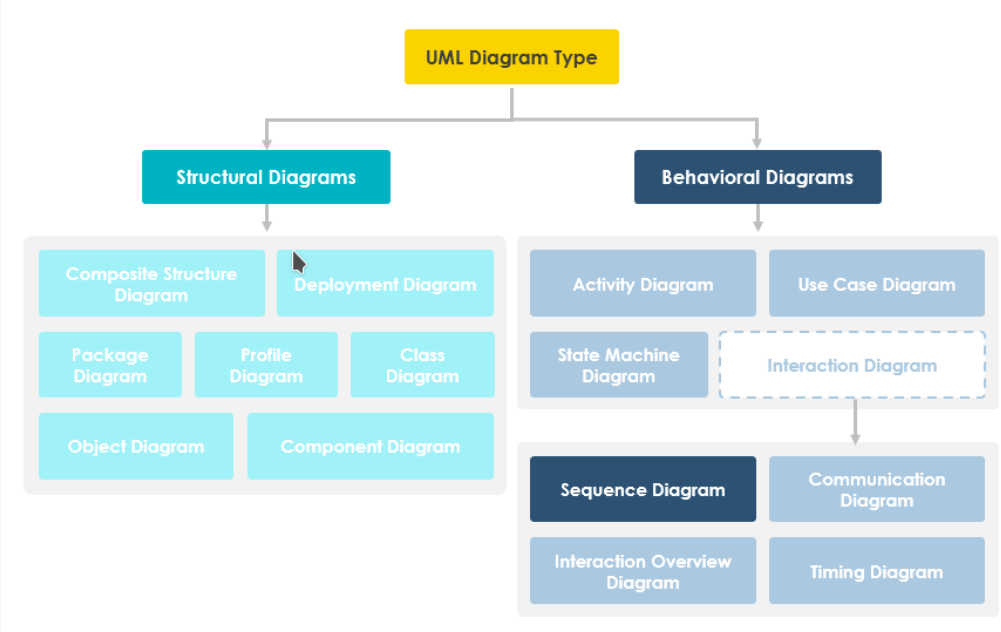
Diagrama de Sequencia



Sequence Diagrams captures:

the interaction that takes place in a collaboration that either realizes a use case or an operation (instance diagrams or generic diagrams)
high-level interactions between user of the system and the system, between the system and other systems, or between subsystems (sometimes known as system sequence diagrams)

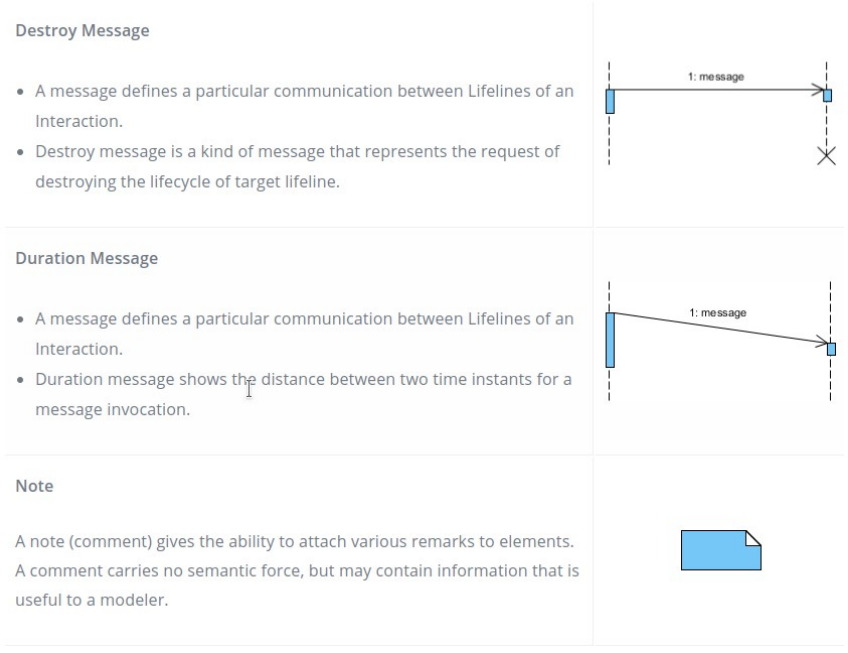
Purpose of Sequence Diagram

Model high-level interaction between active objects in a system

Model the interaction between object instances within a collaboration that realizes a use case

Model the interaction between objects within a collaboration that realizes an operation

Either model generic interactions (showing all possible paths through the interaction) or specific instances of a interaction (showing just one path through the interaction)



Actor

- a type of role played by an entity that interacts with the subject (e.g., by exchanging signals and data)
- external to the subject (i.e., in the sense that an instance of an actor is not a part of the instance of its corresponding subject).
- represent roles played by human users, external hardware, or other subjects.

Note that:

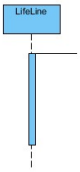
- An actor does not necessarily represent a specific physical entity but merely a particular role of some entity
- A person may play the role of several different actors and, conversely, a given actor may be played by multiple different person.

Lifeline

- A lifeline represents an individual participant in the Interaction.

Activations

- A thin rectangle on a lifeline) represents the period during which an element is performing an operation.
- The top and the bottom of the of the rectangle are aligned with the initiation and the completion time respectively



Call Message

- A message defines a particular communication between Lifelines of an Interaction.
- Call message is a kind of message that represents an invocation of operation of target lifeline.

Return Message

- A message defines a particular communication between Lifelines of an Interaction.
- Return message is a kind of message that represents the pass of information back to the caller of a corresponded former message.

Self Message

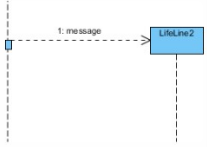
- A message defines a particular communication between Lifelines of an Interaction.
- Self message is a kind of message that represents the invocation of message of the same lifeline.

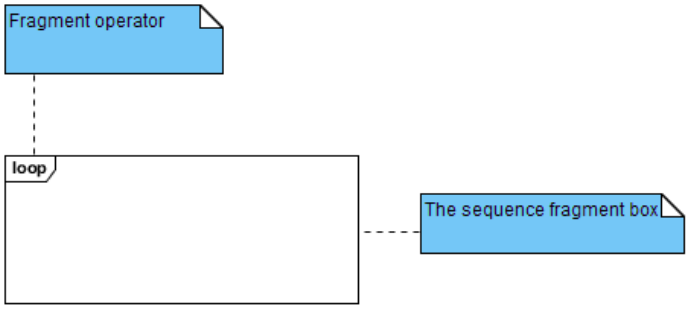
Recursive Message

- A message defines a particular communication between Lifelines of an Interaction.
- Recursive message is a kind of message that represents the invocation of message of the same lifeline. It's target points to an activation on top of the activation where the message was invoked from.

Create Message

- A message defines a particular communication between Lifelines of an Interaction.
- Create message is a kind of message that represents the instantiation of (target) lifeline.





Operator	Fragment Type
alt	Alternative multiple fragments: only the one whose condition is true will execute.
opt	Optional: the fragment executes only if the supplied condition is true. Equivalent to an alt only with one trace.
par	Parallel: each fragment is run in parallel.
loop	Loop: the fragment may execute multiple times, and the guard indicates the basis of iteration.
region	Critical region: the fragment can have only one thread executing it at once.
neg	Negative: the fragment shows an invalid interaction.
ref	Reference: refers to an interaction defined on another diagram. The frame is drawn to cover the lifelines involved in the interaction. You can define parameters and a return value.
sd	Sequence diagram: used to surround an entire sequence diagram.