

Interaction Use

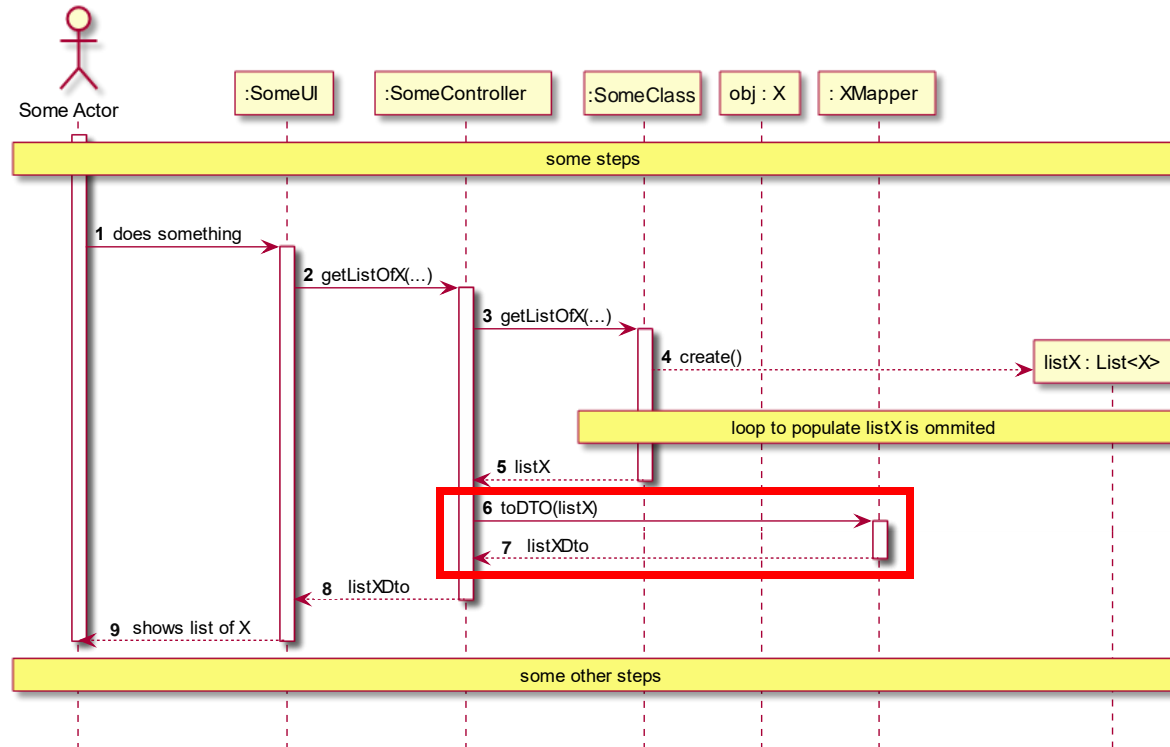


Digital Skills & Jobs

Interaction Use

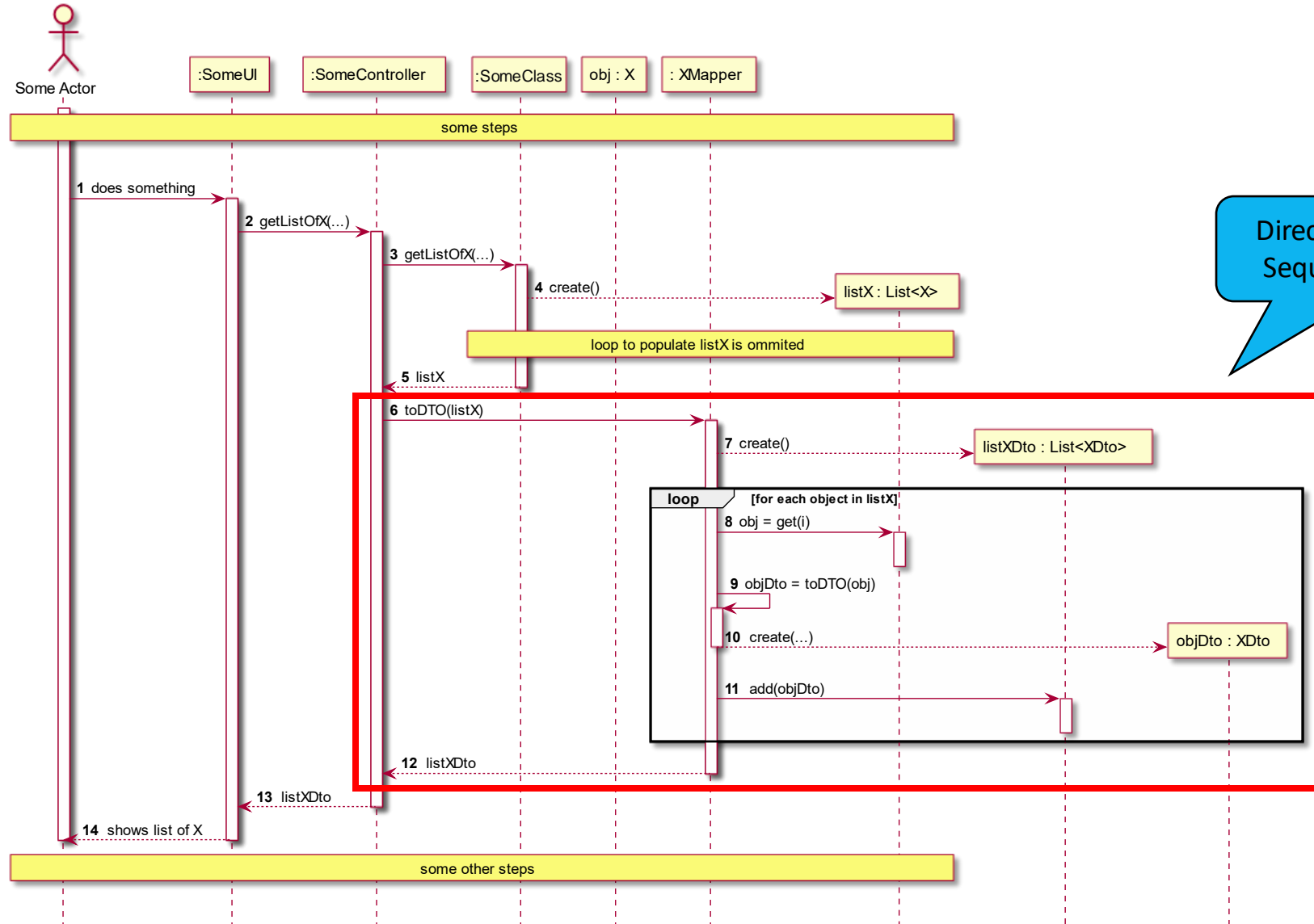
- Depending on the level of detail applied to a Sequence Diagram, its **size may increase** and, consequently, its **readability may decrease**
- A solution to maintain the Sequence Diagram's readability is to present the details in **secondary diagrams**
- This functionality enables you to break down complex scenarios into smaller scenarios that can be **reused** – each scenario is an **interaction**
- Interaction Use (aka **Interaction Occurrence**) is a reference to an existing Interaction (Sequence) Diagram

Design Alternatives



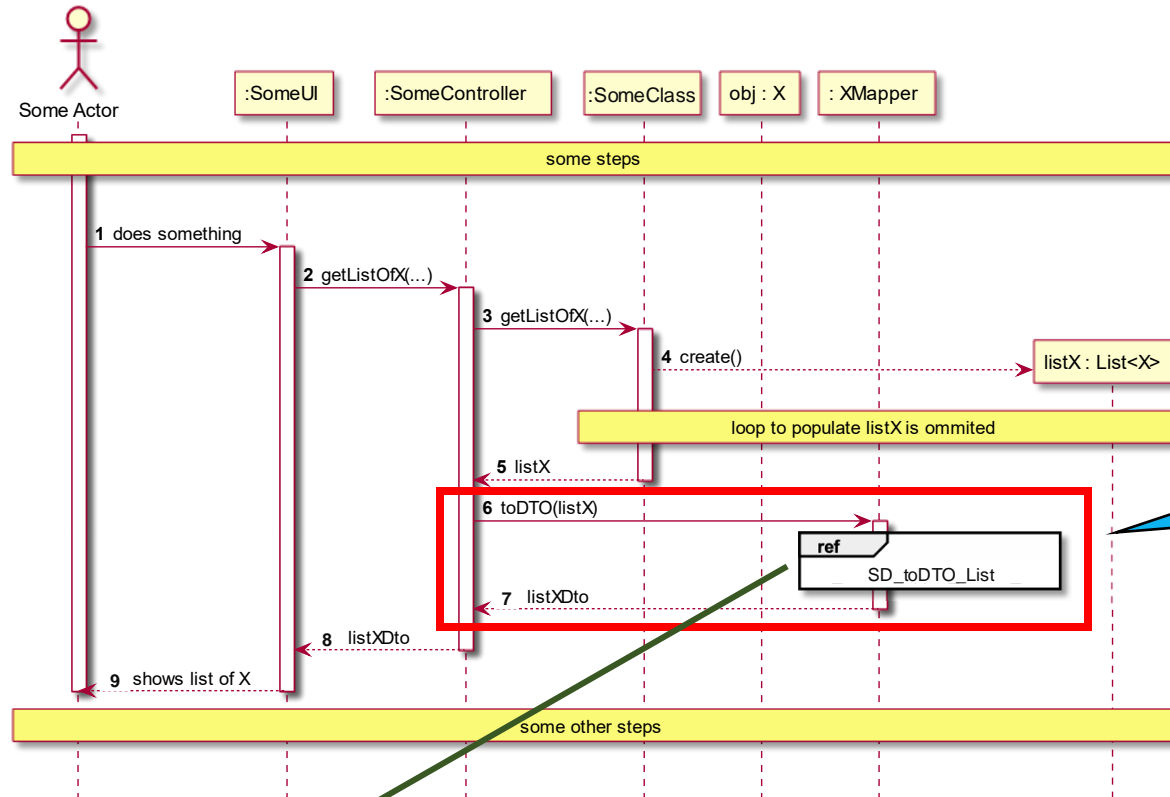
How to represent (design)
the details of a method?

Alternative 1: No Interaction Use



Directly on the Main Sequence Diagram.

Alternative 2: With Interaction Use (1/2)

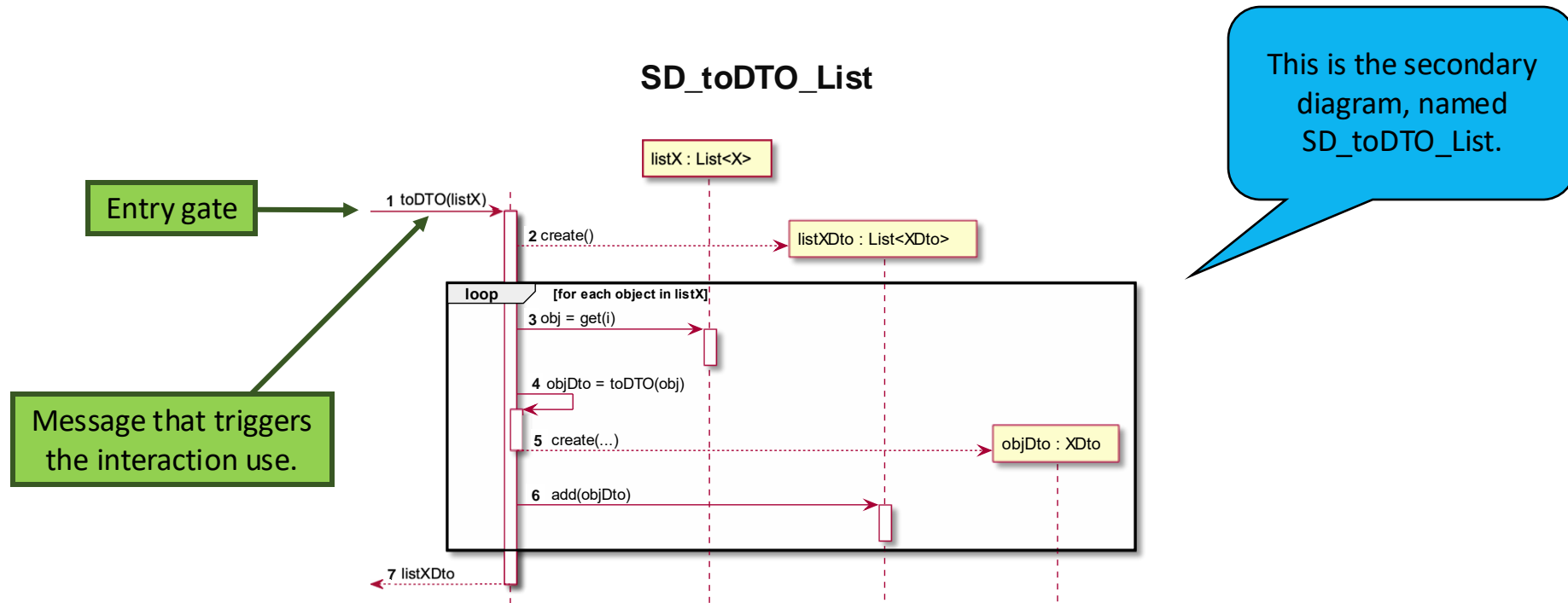


In a secondary diagram referred on the Main Sequence diagram.

The Interaction Use is visually represented by a frame, with "ref" in the frame's title space.

The diagram name is indicated in the frame contents.

Alternative 2: With Interaction Use (2/2)



Summary

- Interaction Use approach might be used to:
 - Enhance design artifacts readability
 - Provide additional information/details

References & Bibliography

- Larman, Craig; Applying UML and Patterns; Prentice Hall (3rd ed.); ISBN 978-0131489066
- Fowler, Martin; Patterns of Enterprise Application Architecture; Addison Wesley; ISBN-13: 978-0321127426