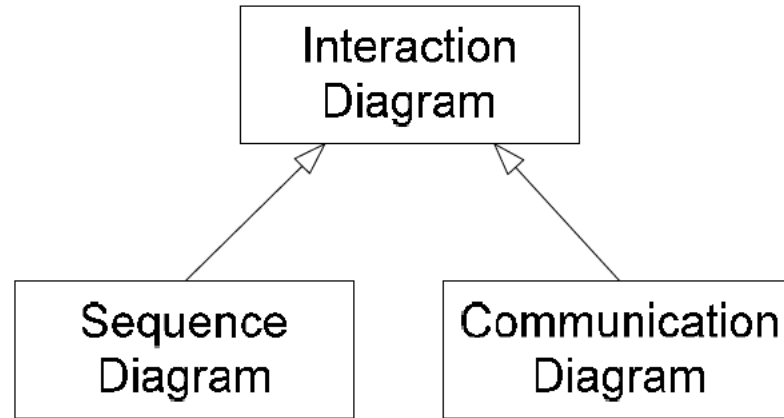


# Sequence Diagrams

# Interaction Diagrams

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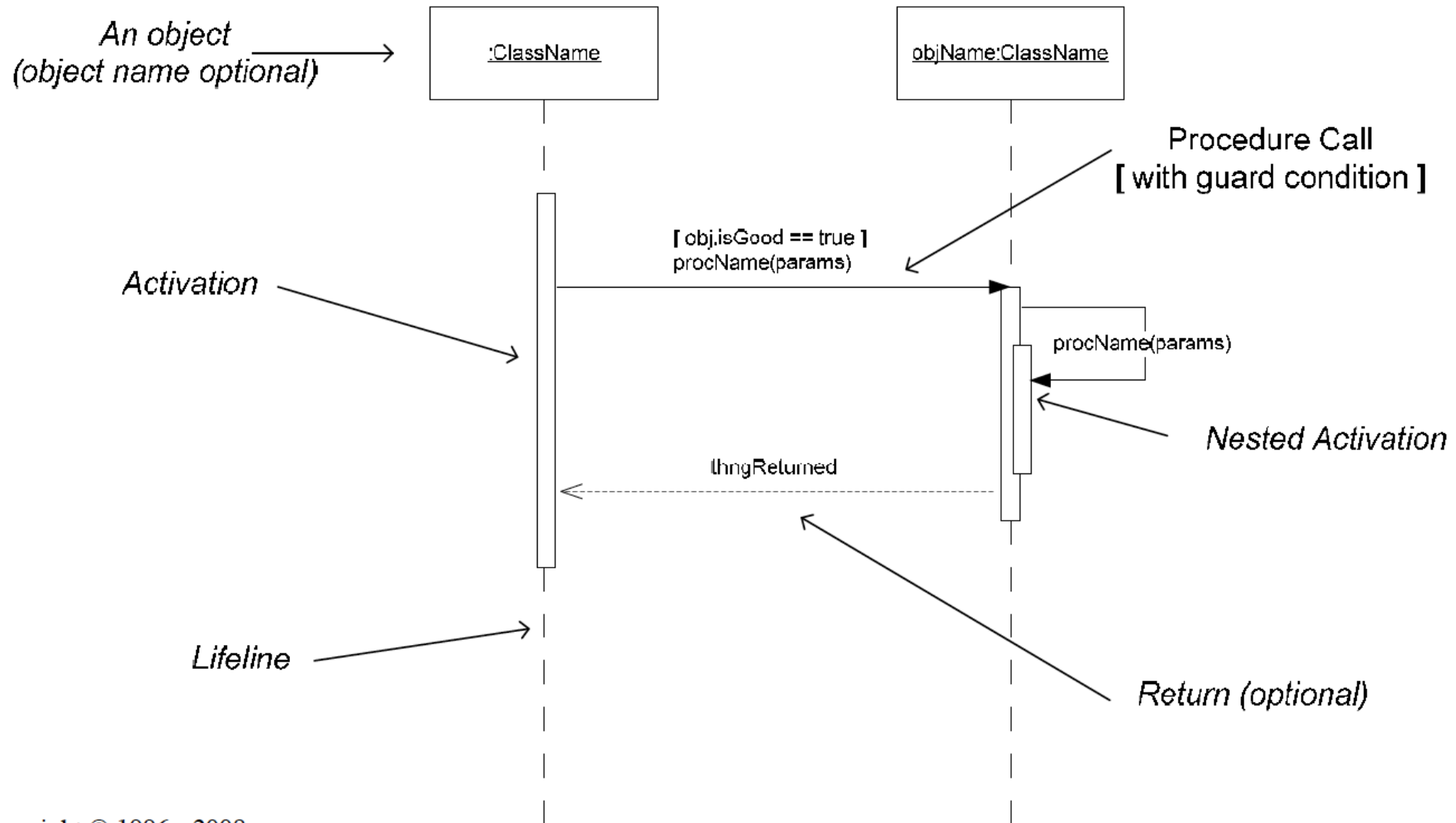
- Communication Diagrams (formerly known as Collaboration Diagrams) are roughly equivalent to Sequence Diagrams semantically; they are just laid out differently, with Sequence Diagrams placing more emphasis on the time-flow aspect of the situation.

# Sequence Diagram

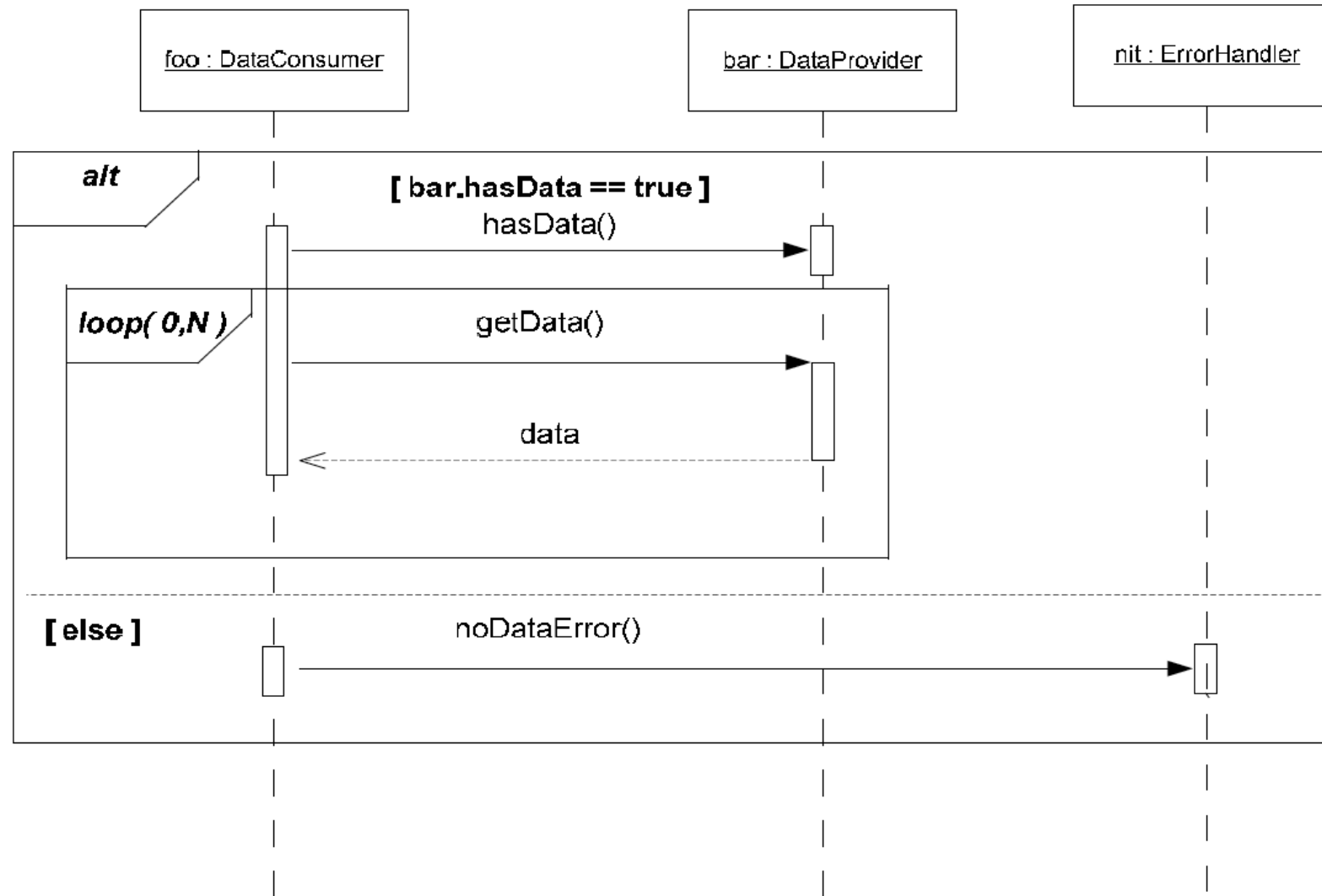
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- Shows the object collaborations over time for one scenario.
- Useful for understanding use cases.
- Useful for determining which object and classes should have which responsibilities.
- Start drawing these diagrams as soon as you have candidate classes, and before you spend too much time refining them.
- Can get messy when there is more than one thread of control within the scenario (if..else, looping). Simplify, don't clutter.

# Sequence Diagram Notation

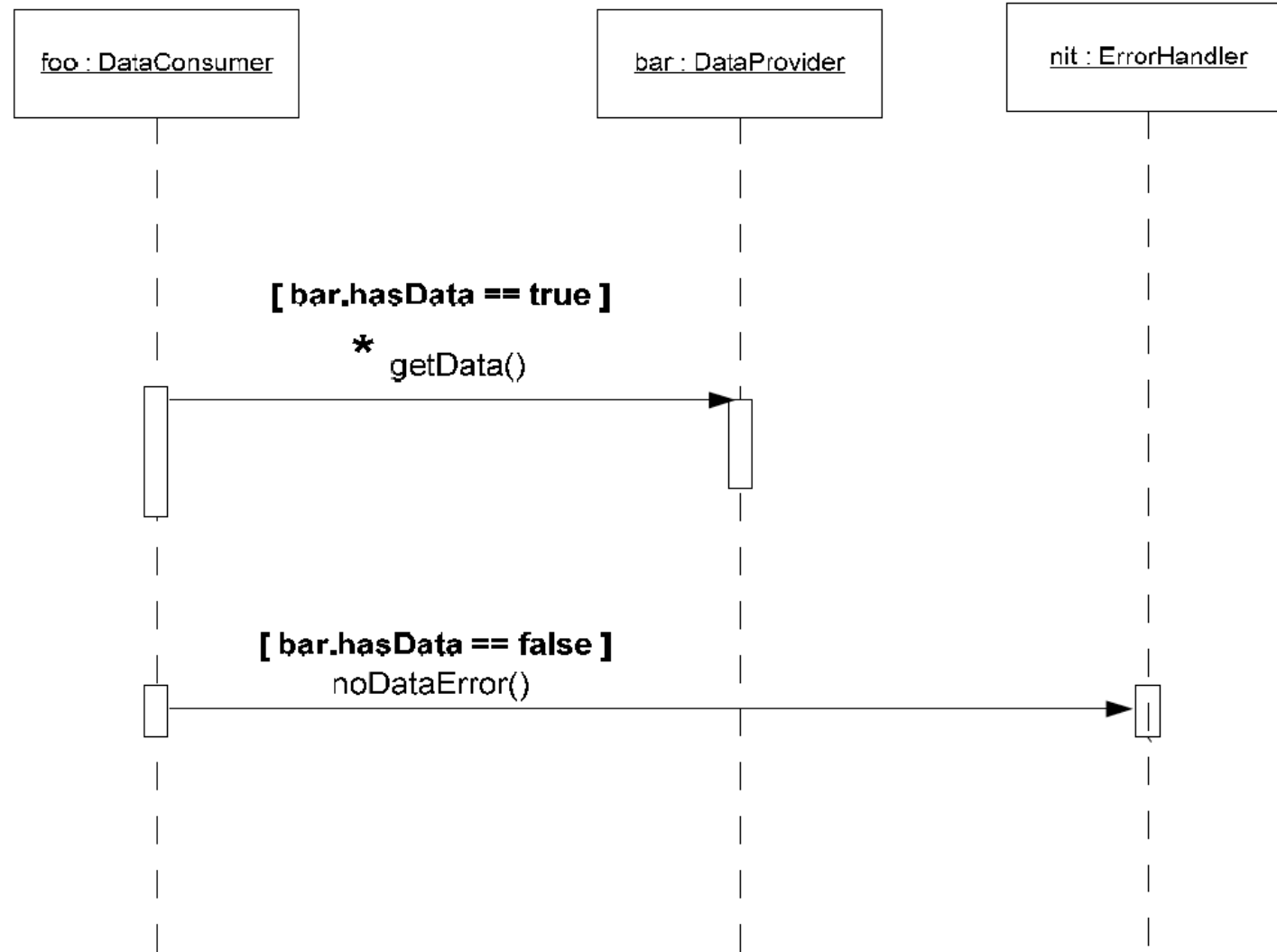


# Another Sequence Diagram Example

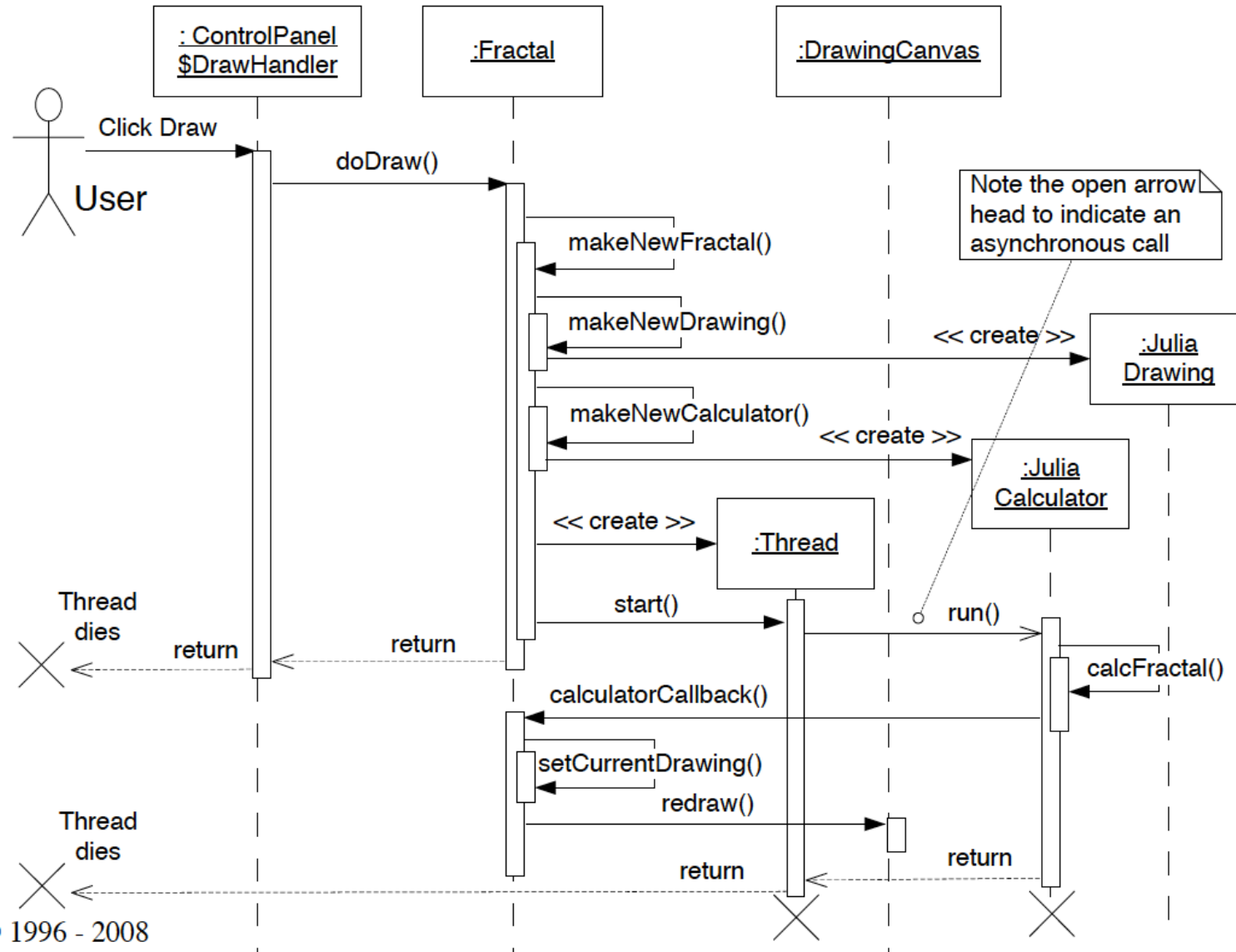


# Another Whiteboard-Friendly Alternative

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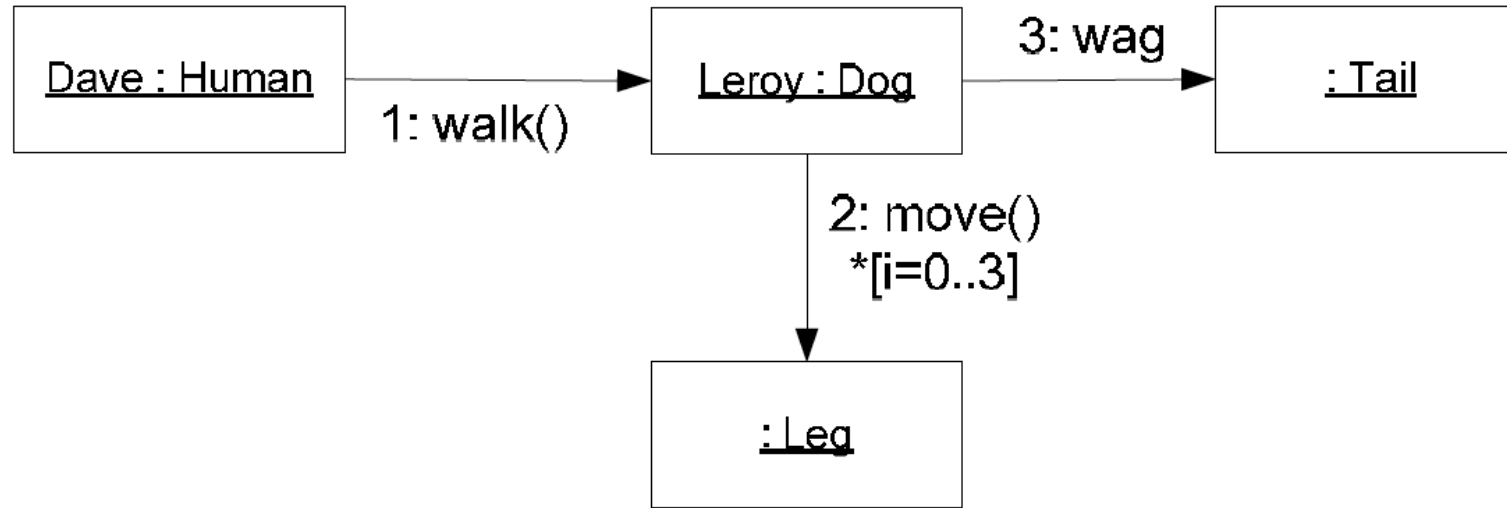


# Example Sequence Diagram



# Communication Diagram

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- Objects communicate, not classes.
- `*[i=0..3]` is UML standard syntax for a looping constraint.
- An alternative model could have the 4 leg objects shown with sequence numbers 2a, 2b, 2c, and 2d.



# Example: Sticks Game Sequence Diagram

