

Everything on Use Case and Sequence

Use cases provide guidance for validation testing

There's typically one sequence diagram for each use case. They show how an input from an actor causes interaction between objects within the system

We don't implement a sequence diagram, it serves as a guide for implementing different parts of the system, scattered over a collection of classes

They emphasise the time ordering of messages sent between collaborating objects

Each message from a client to a supplier:

- Arises from a statement in a method of the client object, sending the message

- Is a call of a public method in the supplier object that the message is being sent to

- The client will use the returned data if non-void

In the supplier each message corresponds to:

- A call of a public operation in the supplier object that the message is being sent to

- There may be a return message if the called operation returns a result