sd Menu Management Scenario

:Manager

:Menu

alt

[Menu Item does not Exist]

AddMenu()

DisplayUpdatedMenu()

[Menu Item Exists]

DeleteMenu()

DisplayUpdatedMenu()

alt

[Change Menu Item]

EditMenuItem()

[Change Menu Item Price]

EditMenuItemPrice()

[Change Menu Item Promotion]

EditMenuItemPromotion()

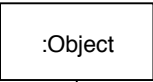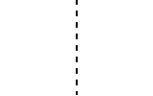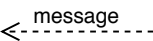DisplayUpdatedMenu()

Legend:

:Object — Object/ Participants

message → Synchronous Message

message ← Return Message

Activation/ Execution Occurrence

frame — Fragment Operator:
sd scenario - sequence diagram
alt - alternative fragments
loop - fragments to execute multiple times
ref: Reference to an interaction in another diagram

[Condition Statement] — Guard Condition