sd Order Procedure Scenario

:Customers :Menu :Order :PaymentCounter

ViewMenu()
DisplayMenu()

loop
[Until Order is no longer Placed]
PlaceOrder()

GenerateBill()
ProvideGeneratedBill()

alt
[Not a Member]
OfferMembership()

alt
[Accept Membership Offer]
OpenMembershipAccount()
UseMembershipPromotion()
CalculatePromotionIncurred()
GenerateUpdatedBill()

[Reject Membership Offer]
RejectMembershipOffer()

[Membership Expired]
RenewMembershipNotice()
RenewMembershipAccount()
UseMembershipPromotion()
CalculatePromotionIncurred()
GenerateUpdatedBill()

[Membership Active]
UseMembershipPromotion()
CalculatePromotionIncurred()
GenerateUpdatedBill()

ref
Payment Procedure Scenario
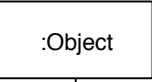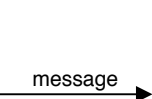
Legend:

: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