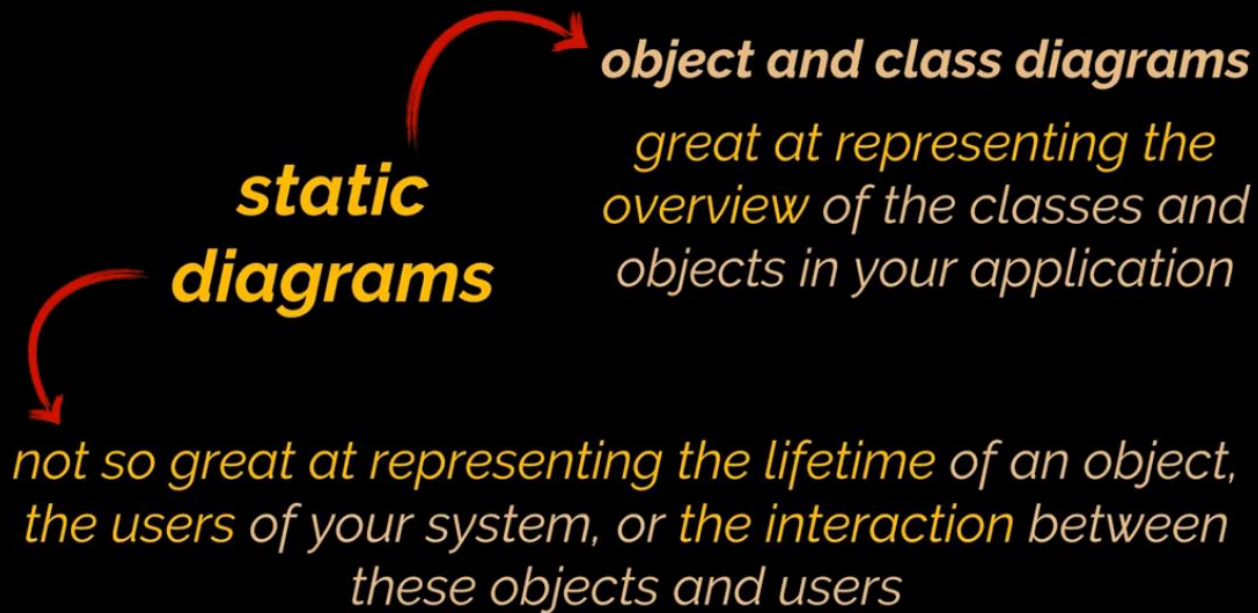
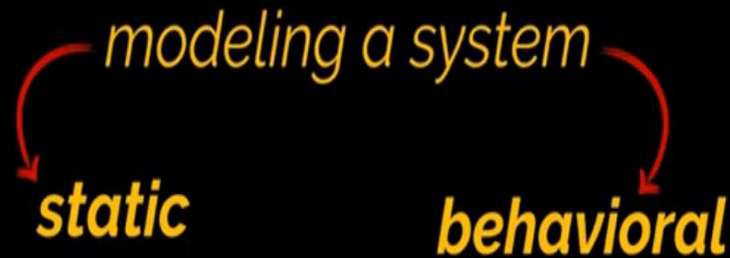


# Relationship between sequence diagrams and use cases



*behavioral  
diagrams*

*describe how different  
objects change and how  
they communicate with  
one another*

**USE CASE  
DIAGRAM**

**SEQUENCE  
DIAGRAM**

# USE CASE DIAGRAM

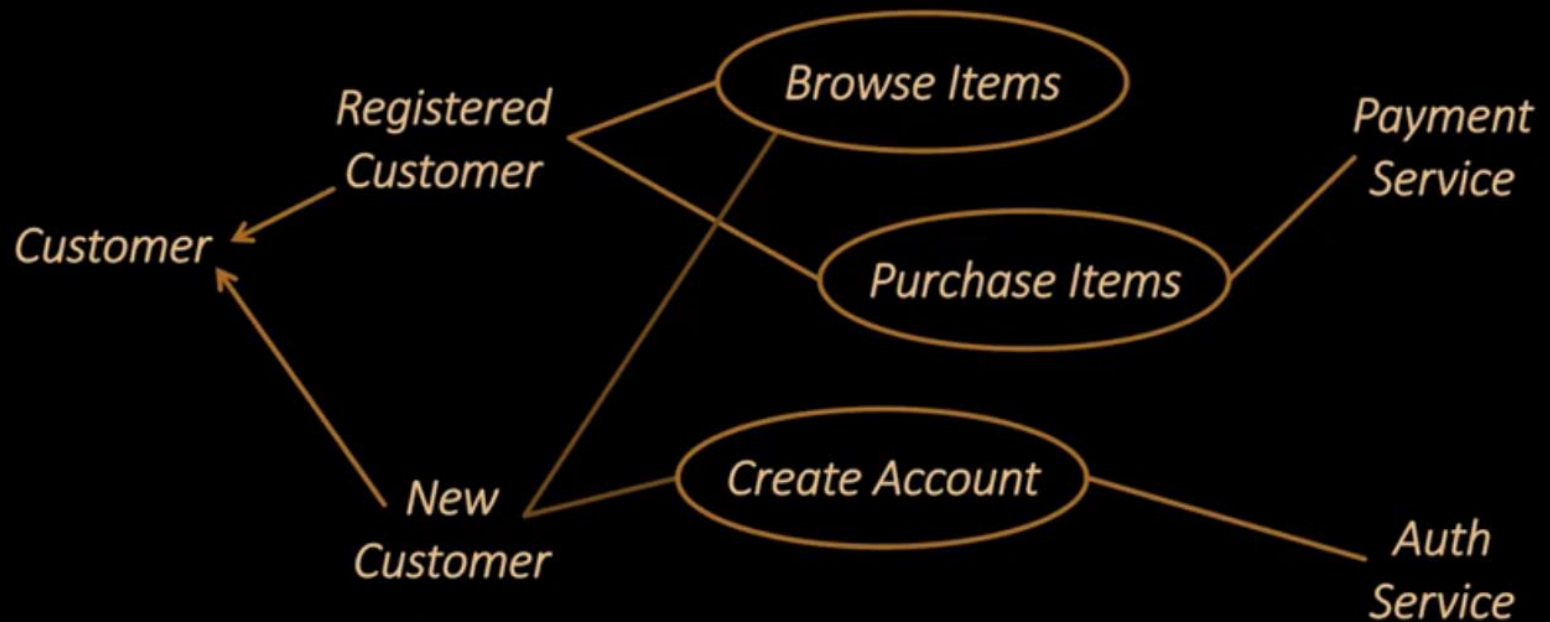


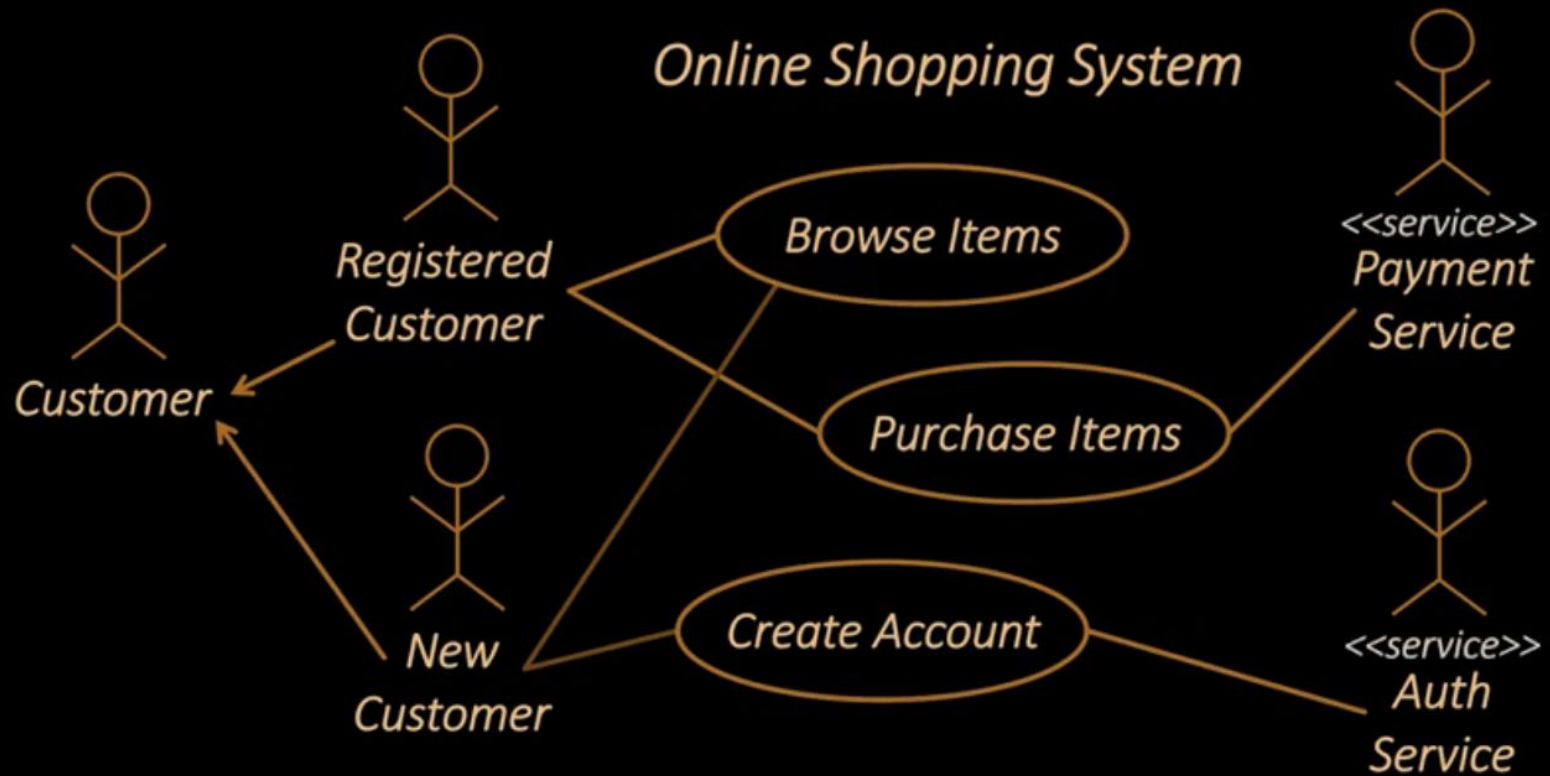
*are the blueprints  
of your system*

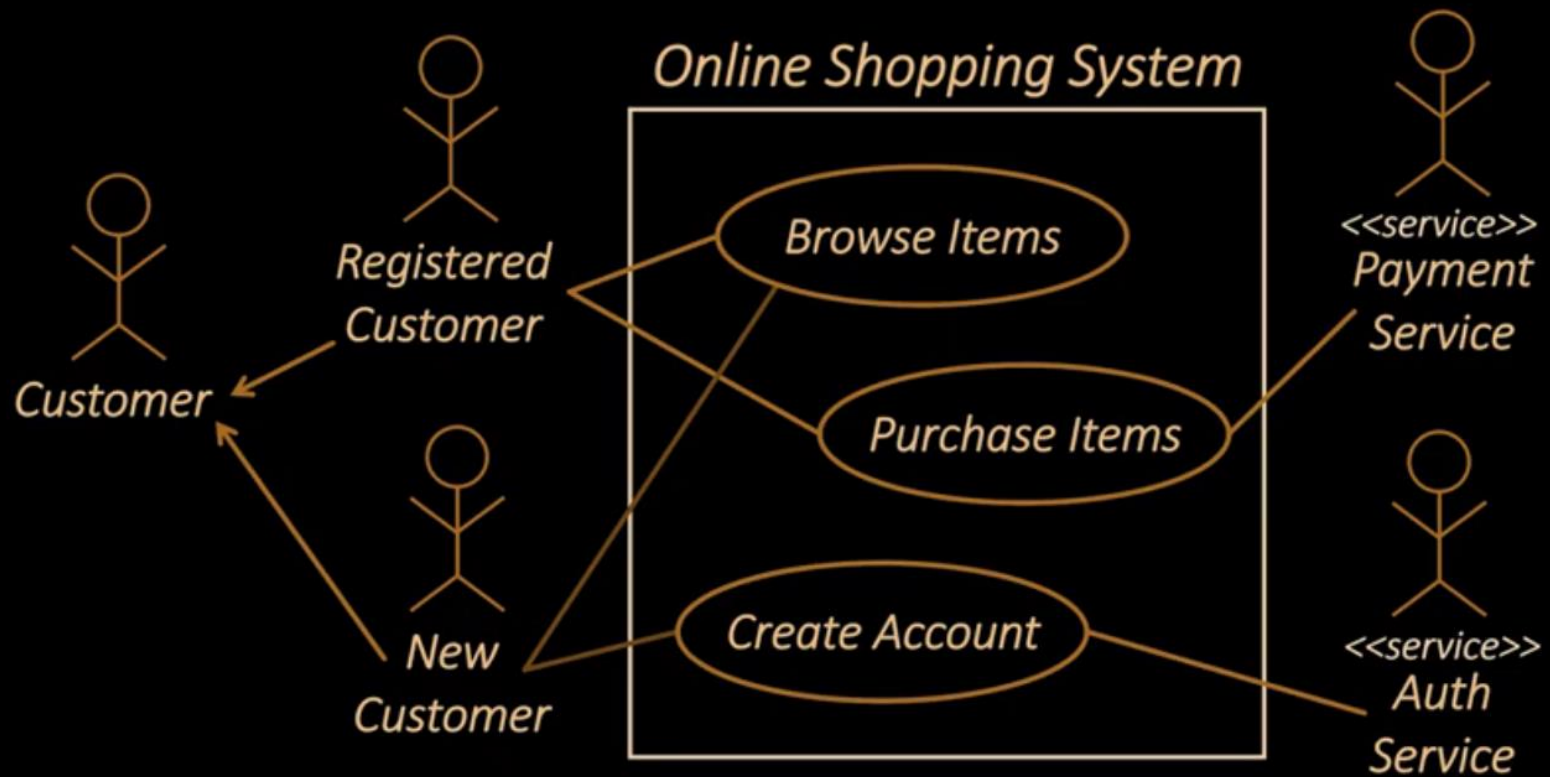
*using these diagrams  
any person should be  
able to know what your  
system is meant to do*

*summarizes the details  
of your system's actors,  
and their interactions  
with this system*

## Online Shopping System







*in the diagram we've been drawing we  
didn't dive in the details of each use-case  
as we did for written use-cases*

*doesn't represent a single use-case  
but several use-cases and multiple  
actors at the same time*

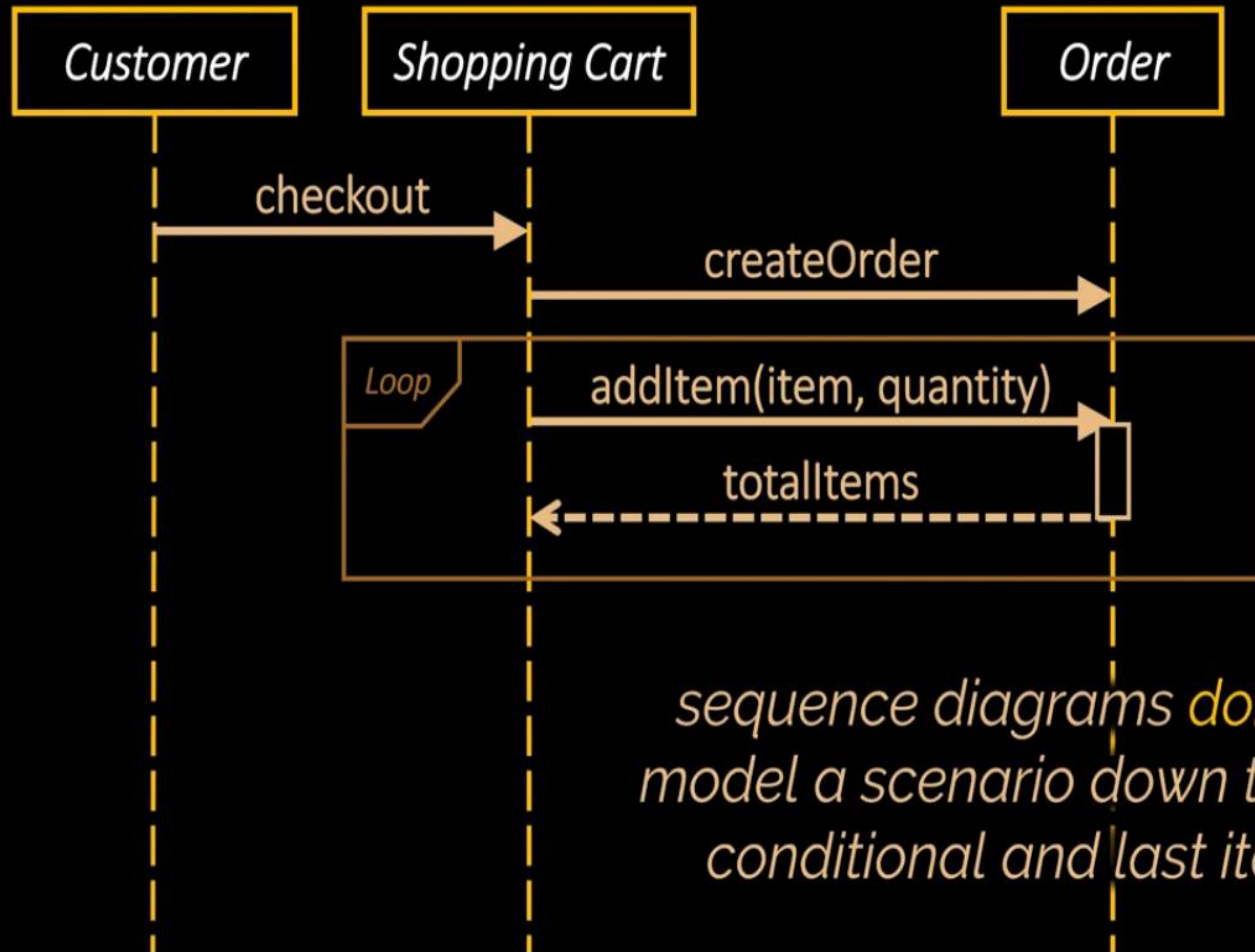
*it is a high-level overview of the  
relationship between the use-cases,  
actors, and services or our system*



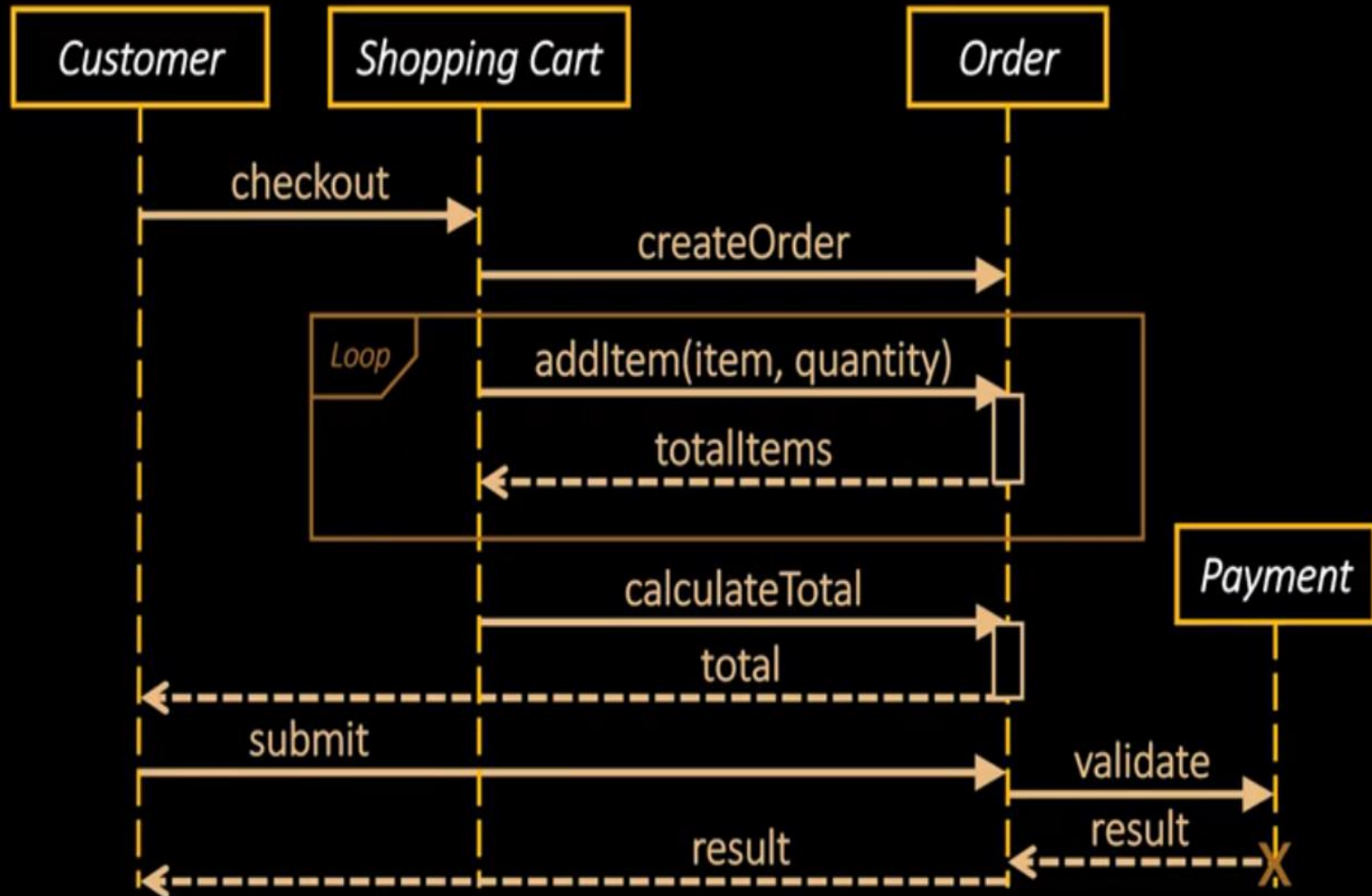
*does not describe  
the entire system*

# SEQUENCE DIAGRAM

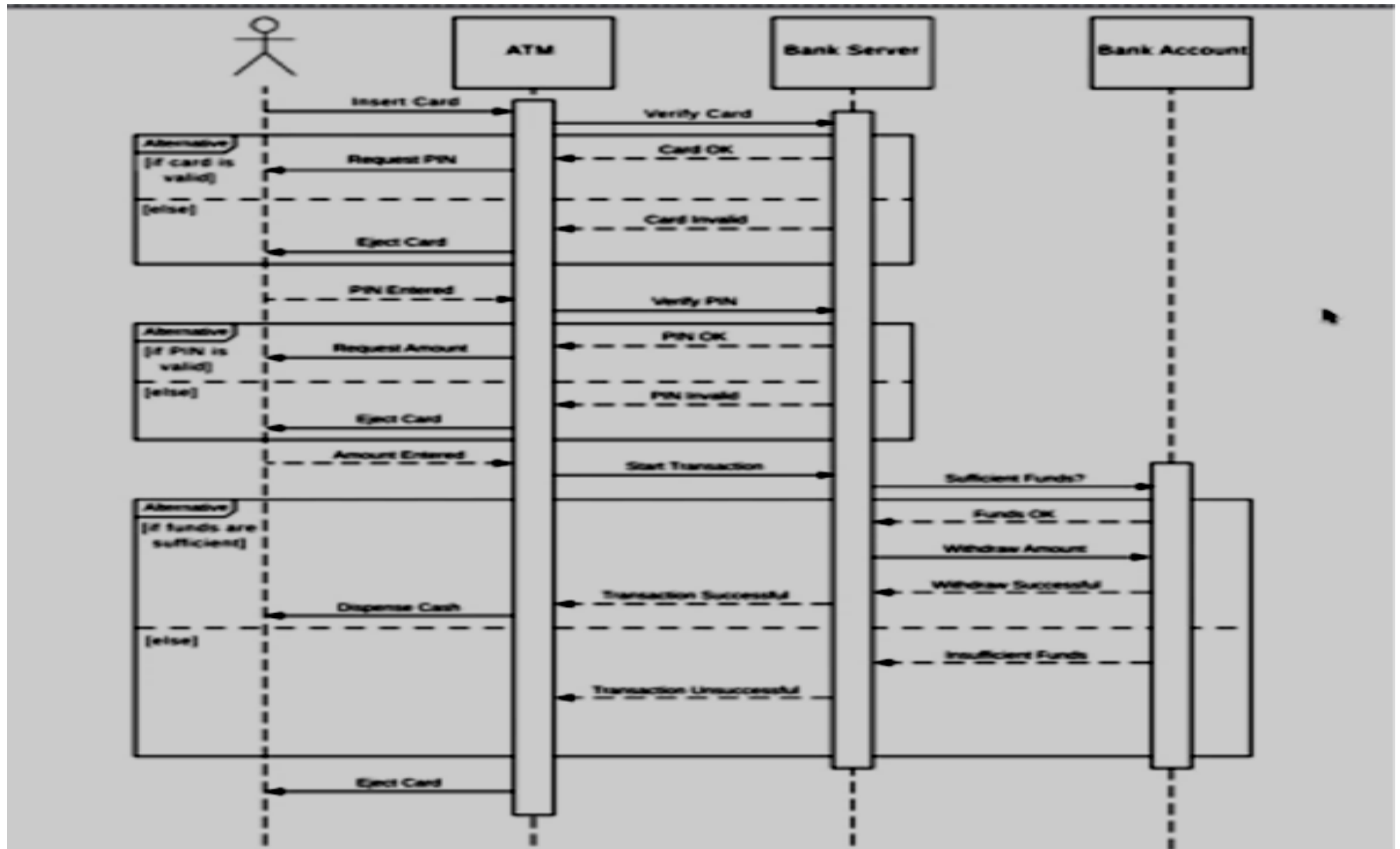
*it describes one particular  
interaction between a few  
objects in one scenario*



*sequence diagrams **don't try to** model a scenario down to the last conditional and last iteration*

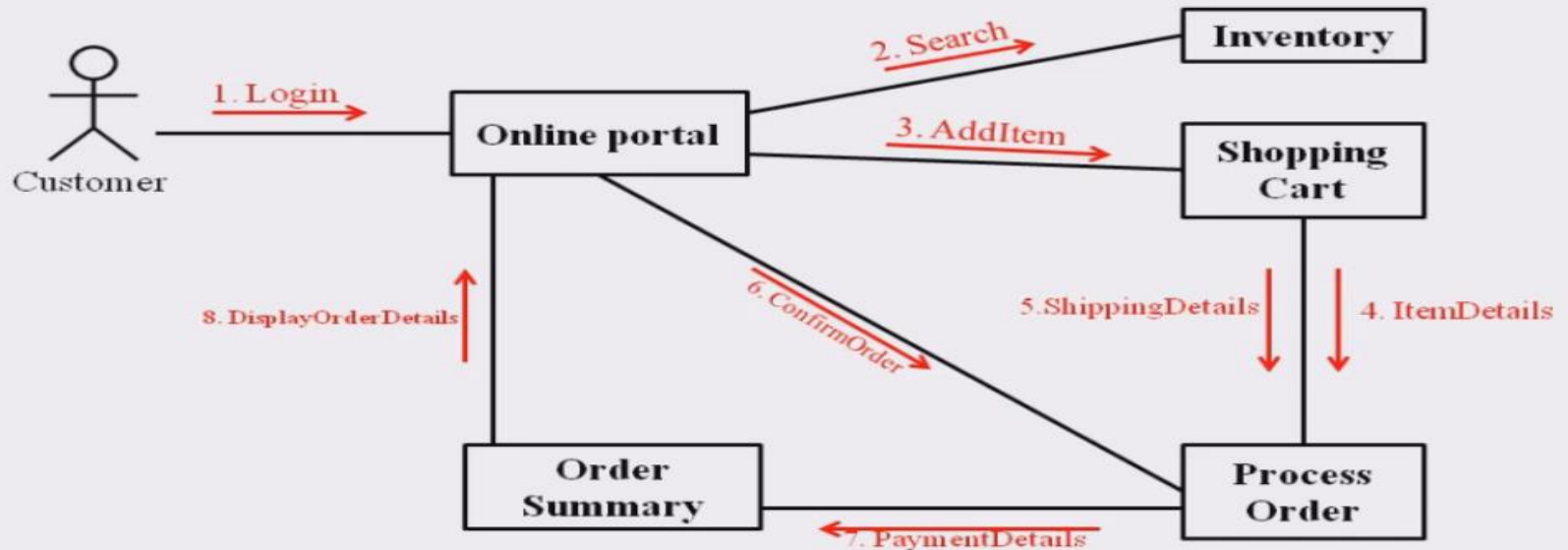


# Sequence diagram for ATM transaction



# Collaboration Diagram

## Collaboration diagram for ONLINE Shopping System



# Collaboration diagram for ATM

