Object Oriented Analysis & Design
Module-4 (RL 4.2.3)

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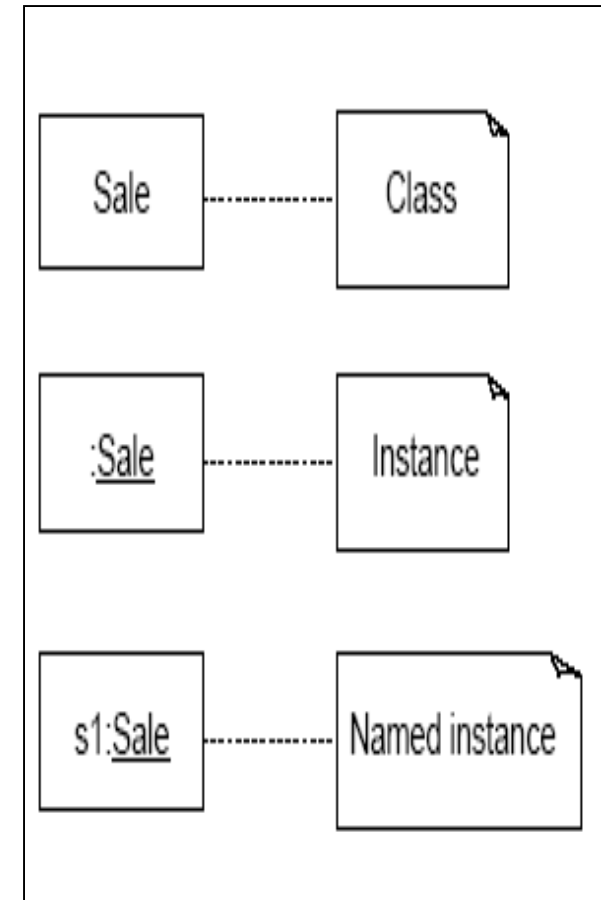# Representation of Interaction Diagrams in UML

Illustrating Classes and Instances

- To show an instance of a class, the regular class box graphic symbol is used, but the name is underlined.

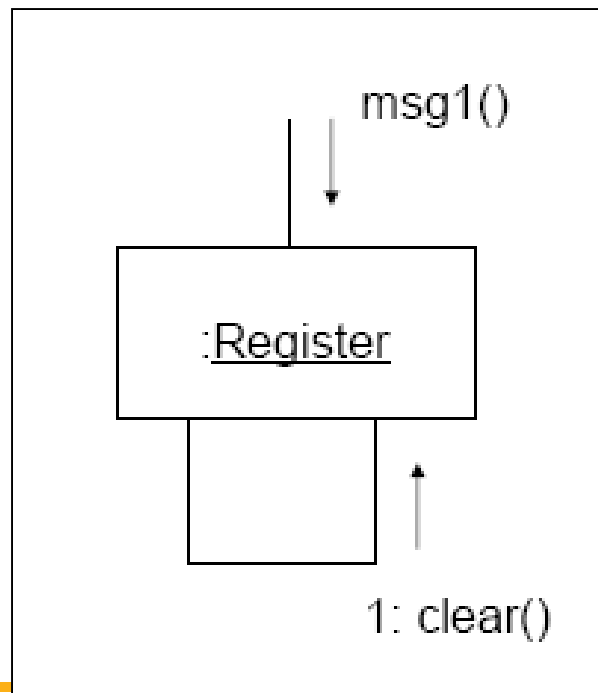 Additionally a class name should be preceded by a colon.

- An instance name can be used to uniquely

  identify the instance.
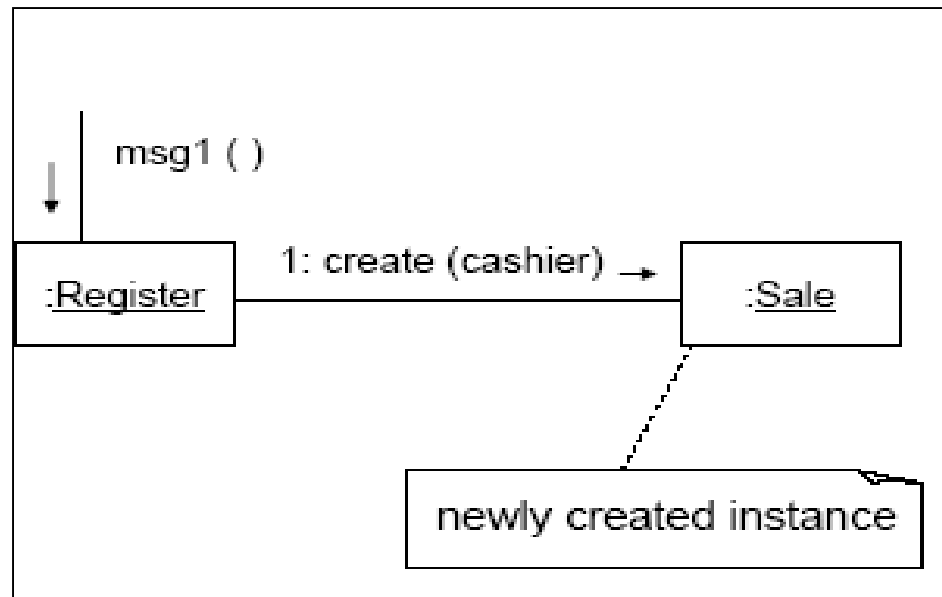
Messages to "self" or "this"

- A message can be sent from an object to itself.
- This is illustrated by a link to itself, with messages flowing along the link.

Creation of Instances

- The language independent creation message is create, being sent to the instance being created.

- The create message may include parameters, indicating passing of initial values.

Creation of Instances

- An object lifeline shows the extend of the life of an object in the diagram.
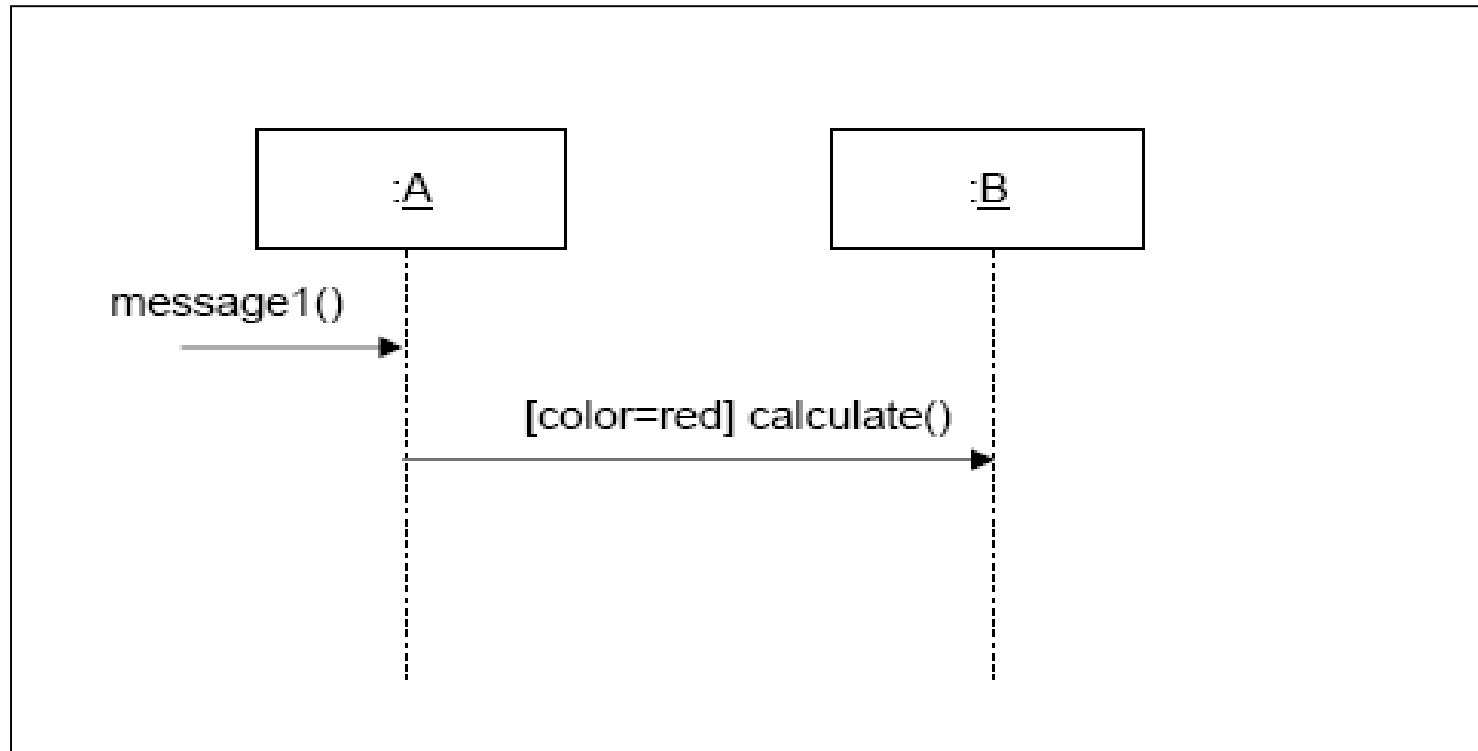- Note that newly created objects are placed at their creation height.
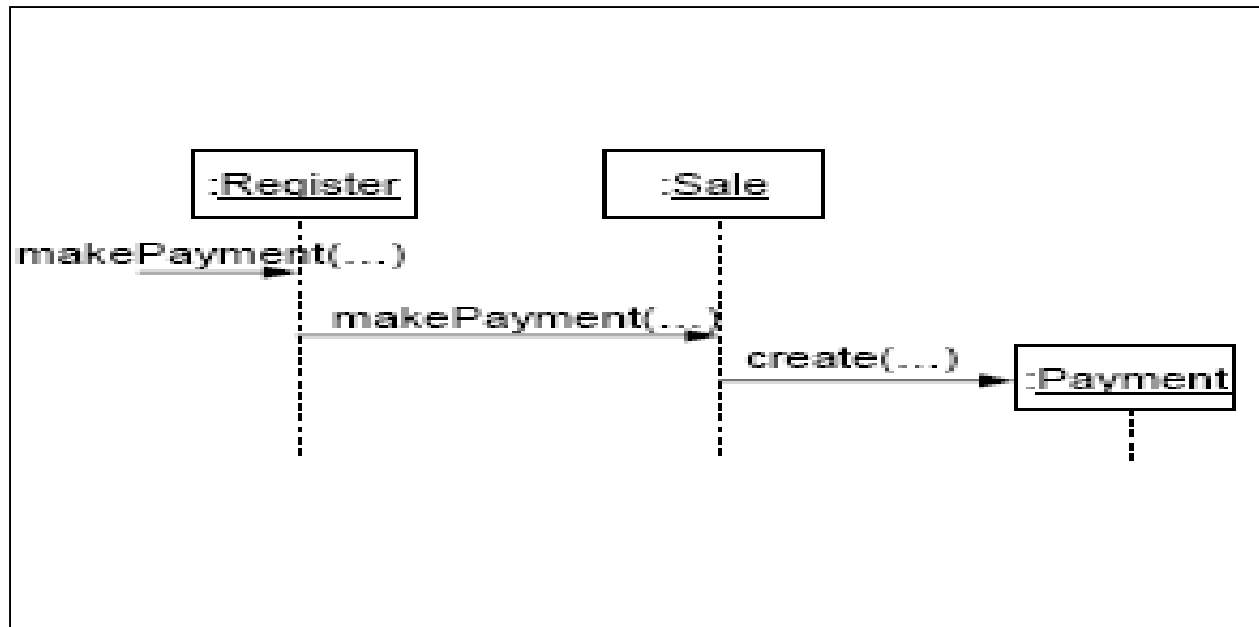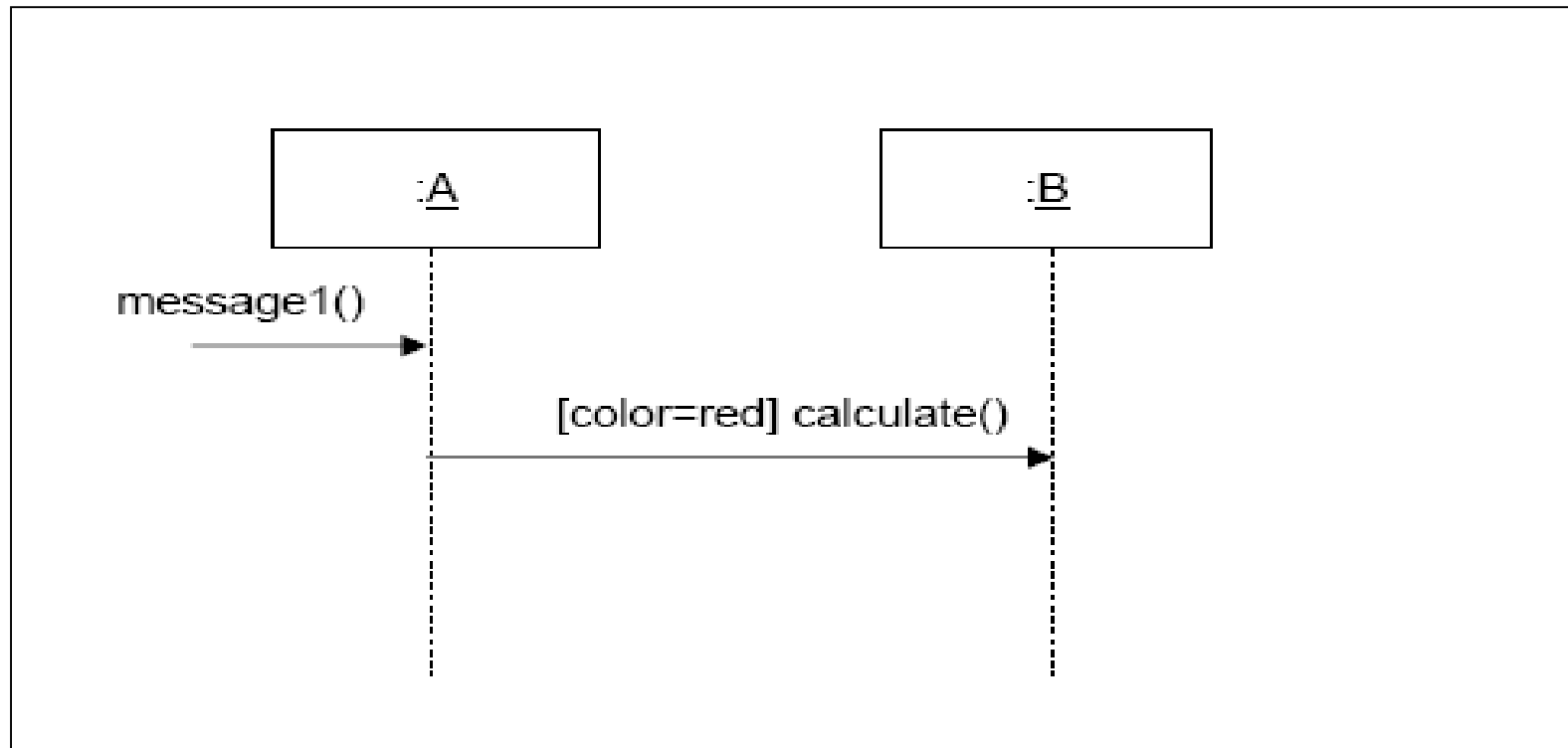
Conditional Messages

- A conditional message is shown by following a sequence number with a conditional clause in square brackets, similar to the iteration clause.
- The message is sent only if the clause
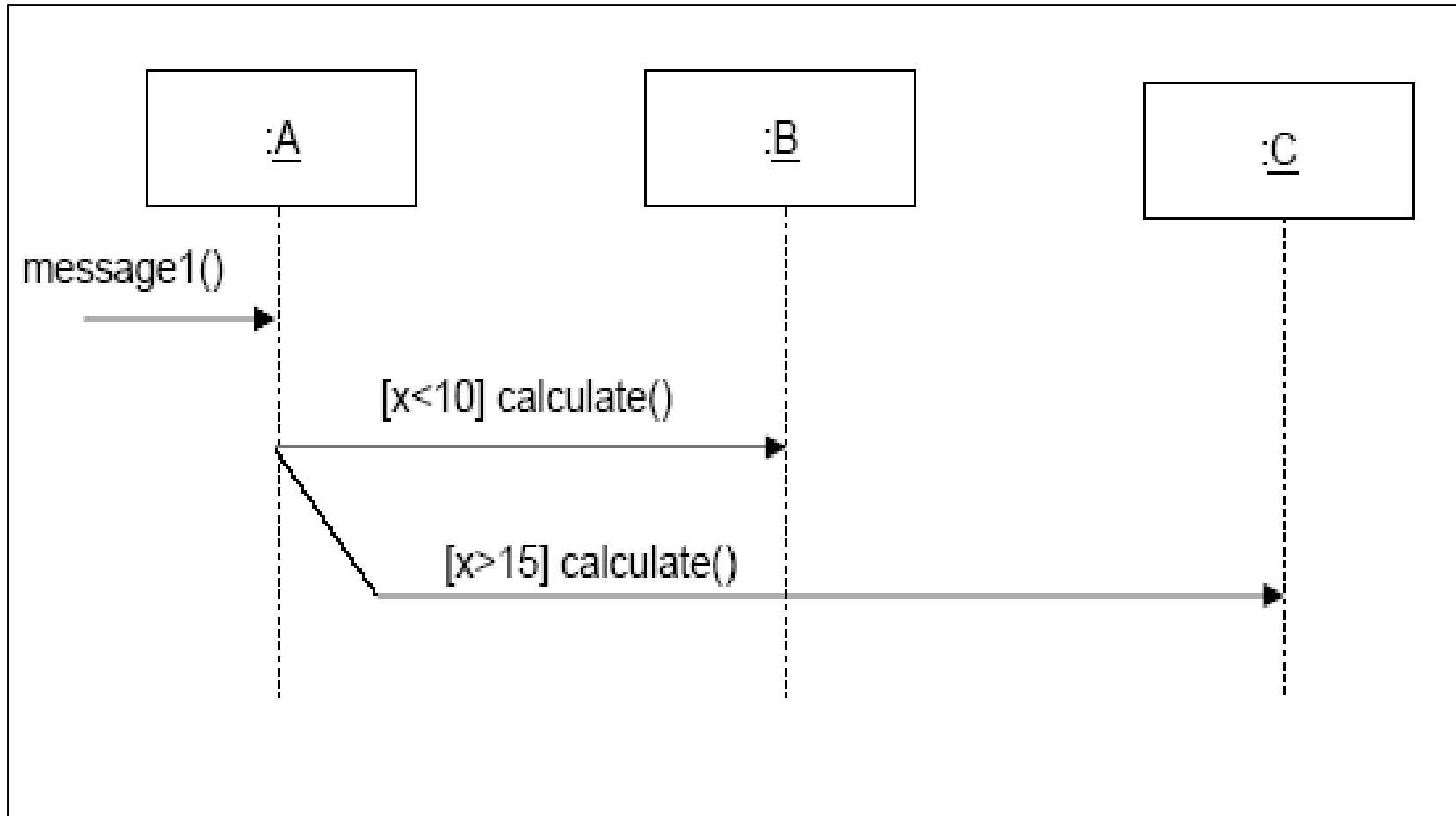
  evaluates to true.
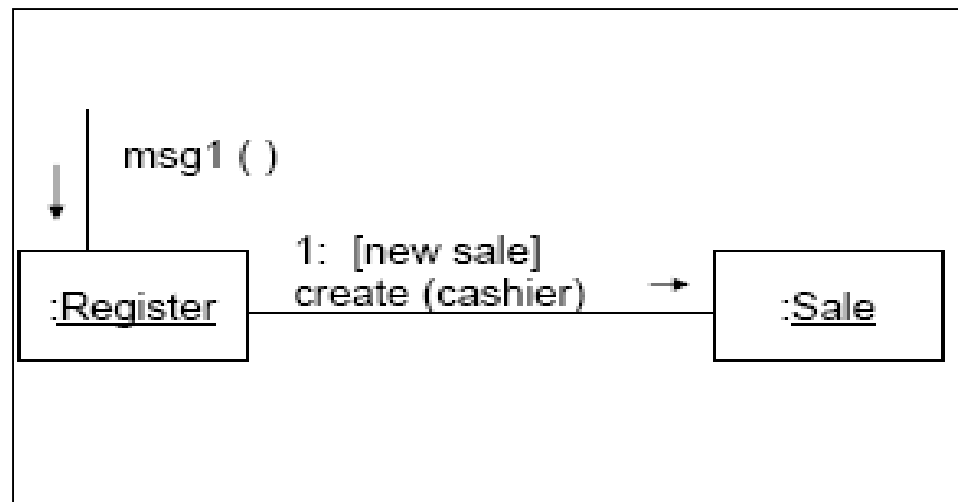
Conditional Messages

Mutually Exclusive Conditional Paths

Mutually Exclusive Conditional Messages

Iteration or Looping

- Iteration is indicated by following the sequence number with a star *

- This expresses that the message is being sent repeatedly, in a loop, to the receiver.

- It is also possible to include an iteration clause indicating the recurrence values.