



CS-3004

SOFTWARE DESIGN AND ANALYSIS

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Interaction diagrams

Lecture # 28,29,30

TODAY'S OUTLINE

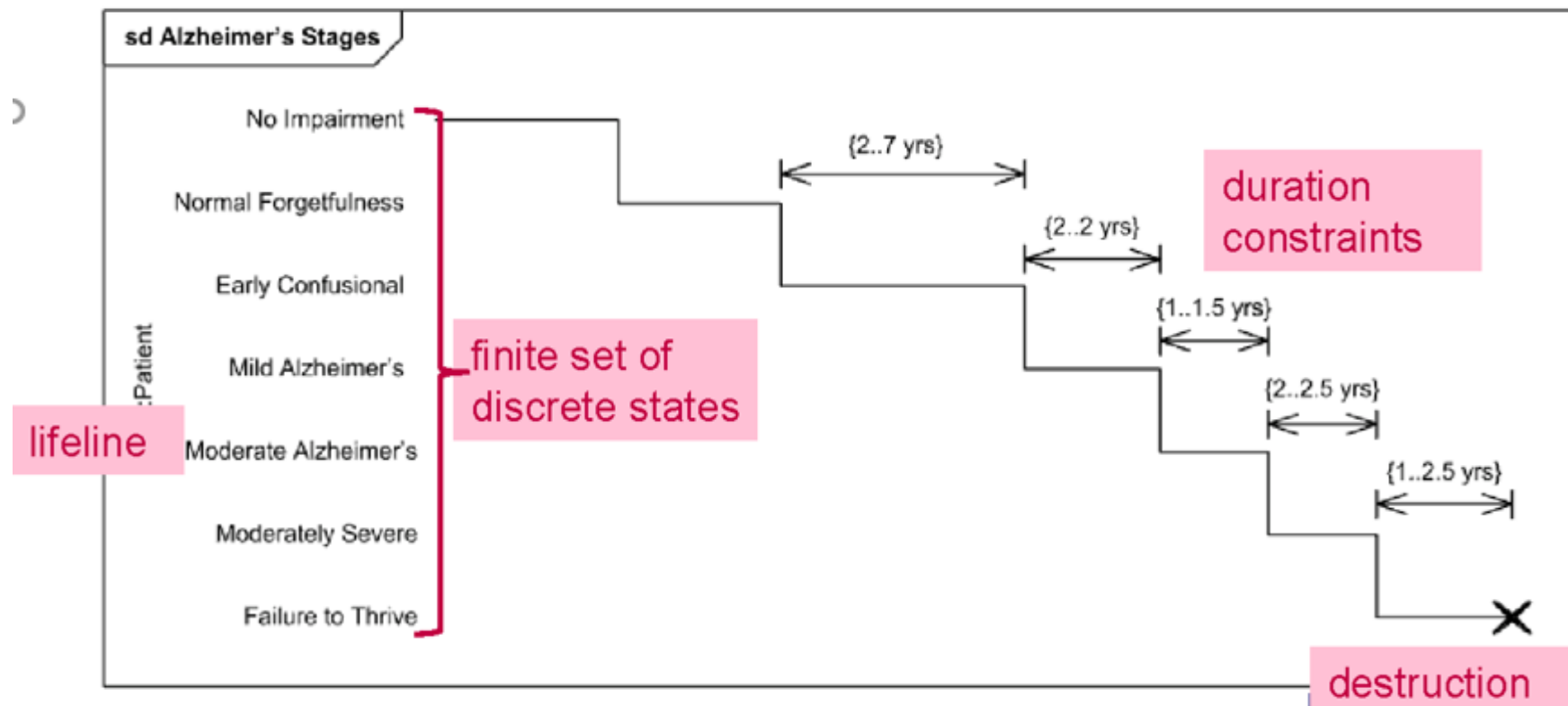
- Interaction Diagram
 - Timing Diagram
- Elements of Timing Diagram
- Timing Diagram Notations
- Quiz
- Revision

TIMING DIAGRAMS

- A timing diagram allows you to show the interaction of objects and changes in state for those objects along a time axis.
- A timing diagram provides a convenient way to show active objects and their state changes during their interactions with other active objects and system resources.
- The X-axis of the timing diagram has the time units, while the Y-axis shows the objects and their states.
- Timing diagrams describe behavior of both individual **classifiers** & **interactions of classifiers**, focusing attention on time of events causing changes in the modeled conditions of the lifelines.

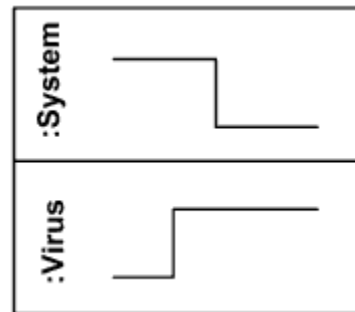
TIMING DIAGRAM ELEMENTS

- Timing Diagrams are Interaction diagram for reasoning about time.
- **Basic elements:** lifelines, states, duration/time constraints, destruction, events, messages



LIFELINE

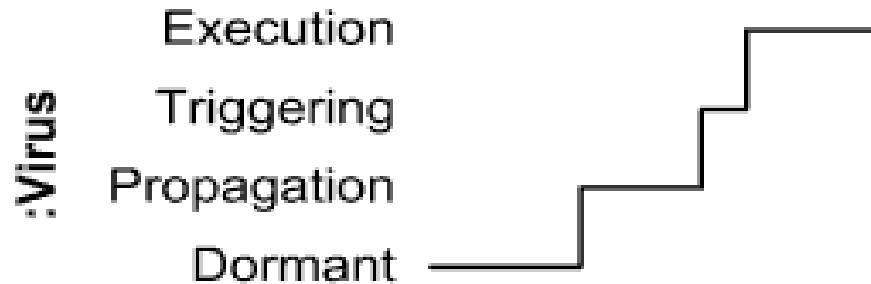
- **Lifeline** is a **named element** which represents an **individual participant** in the interaction. Lifelines represent **only one** interacting entity.
- Lifeline on the timing diagrams is represented by the **name** of classifier or the instance it represents. It could be placed inside diagram frame or a "swimlane".



*representing instances of
System and Virus*

STATE OR CONDITION TIMELINE

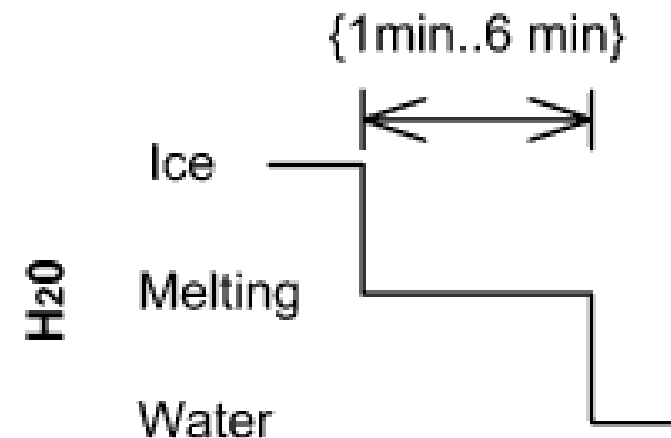
- Timing diagram could show **states** of the participating **classifier** or attribute, or some testable **conditions**, such as a discrete or enumerable value of an attribute.



- *Timeline shows Virus changing its state between Dormant, Propagation, Triggering and Execution state*

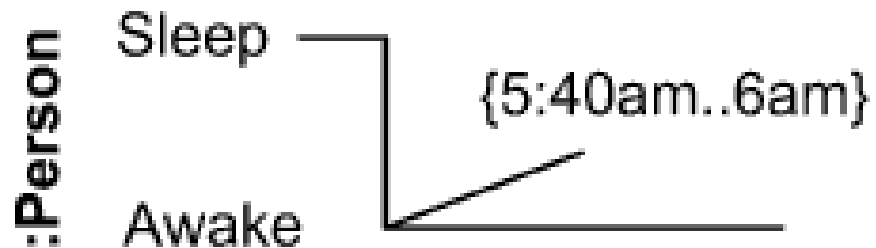
DURATION CONSTRAINT

- **Duration constraint** is an **interval constraint** that refers to a **duration interval**. The duration interval is duration used to determine whether the constraint is satisfied.
- E.g., *Ice should melt into water in 1 to 6 minutes*



TIME CONSTRAINT

- **Time constraint** is an **interval constraint** that refers to a **time interval**. The time interval is time expression used to determine whether the constraint is satisfied.
- Typically this graphical association is a small line, e.g., between an occurrence specification and a time interval.
- E.g., *Person should wake up between 5:40 am and 6 am*

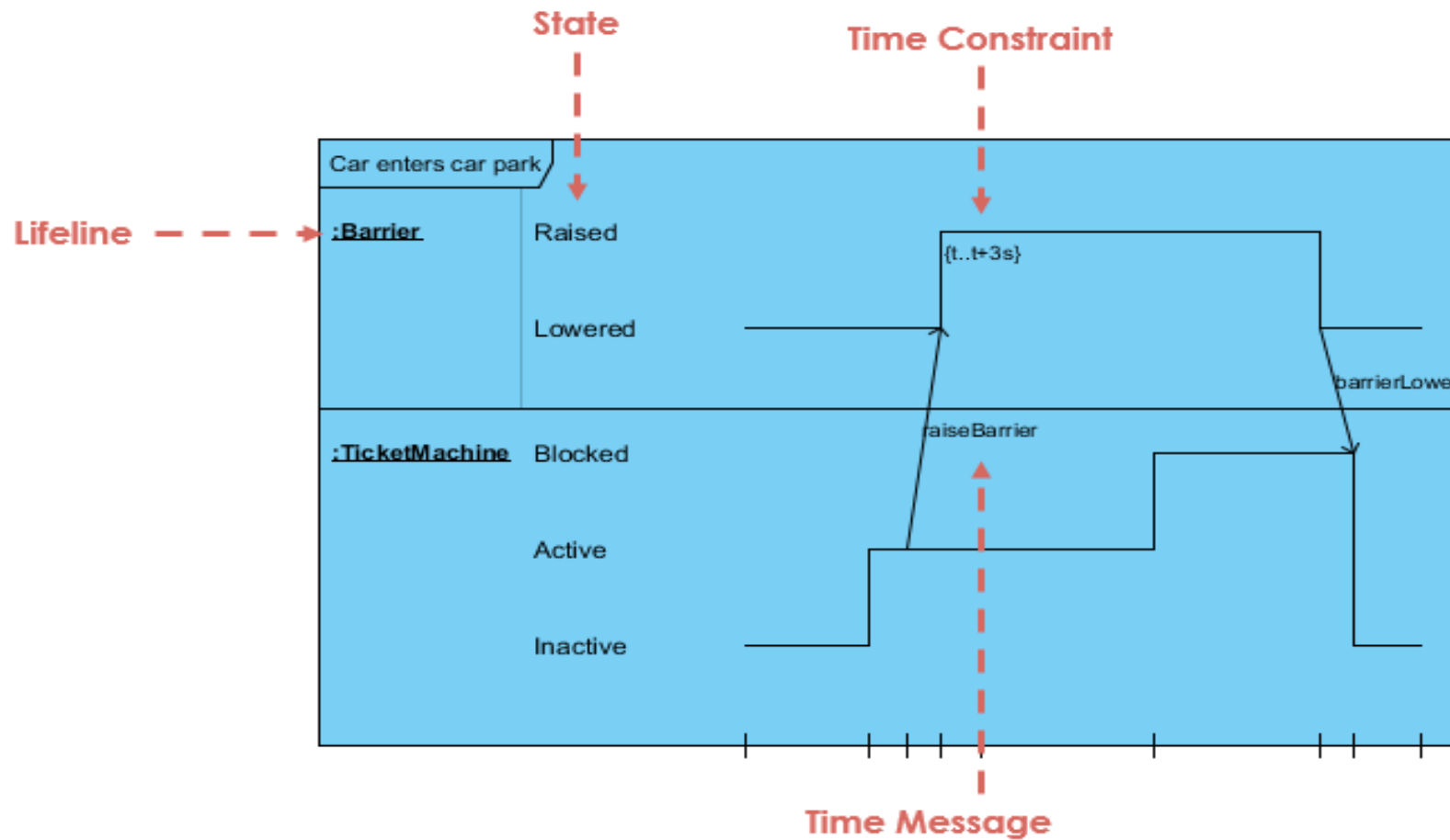


DESTRUCTION OCCURRENCE

- **Destruction occurrence** is a **message occurrence** which represents the destruction of the instance described by the **lifeline**.
- It may result in the subsequent destruction of other objects that this object owns by **composition**.
- No other occurrence may appear after the destruction event on a given lifeline.
- **Notation**
- The destruction event is depicted by a cross in the form of an **X** at the end of a timeline.

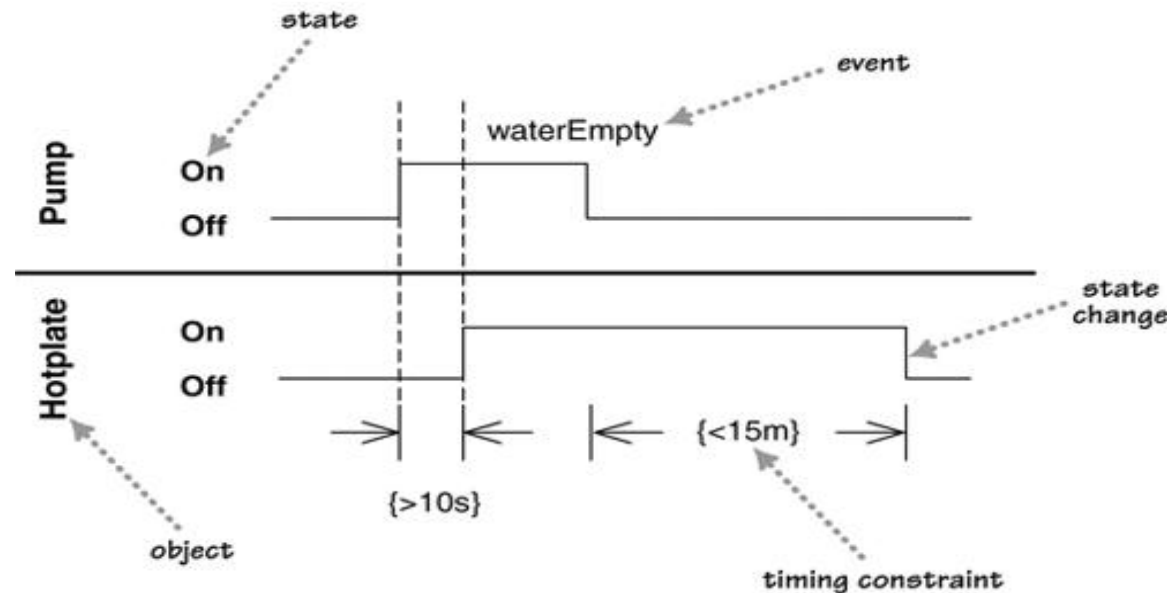


CARPARK EXAMPLE



EX I: COFFEE POT

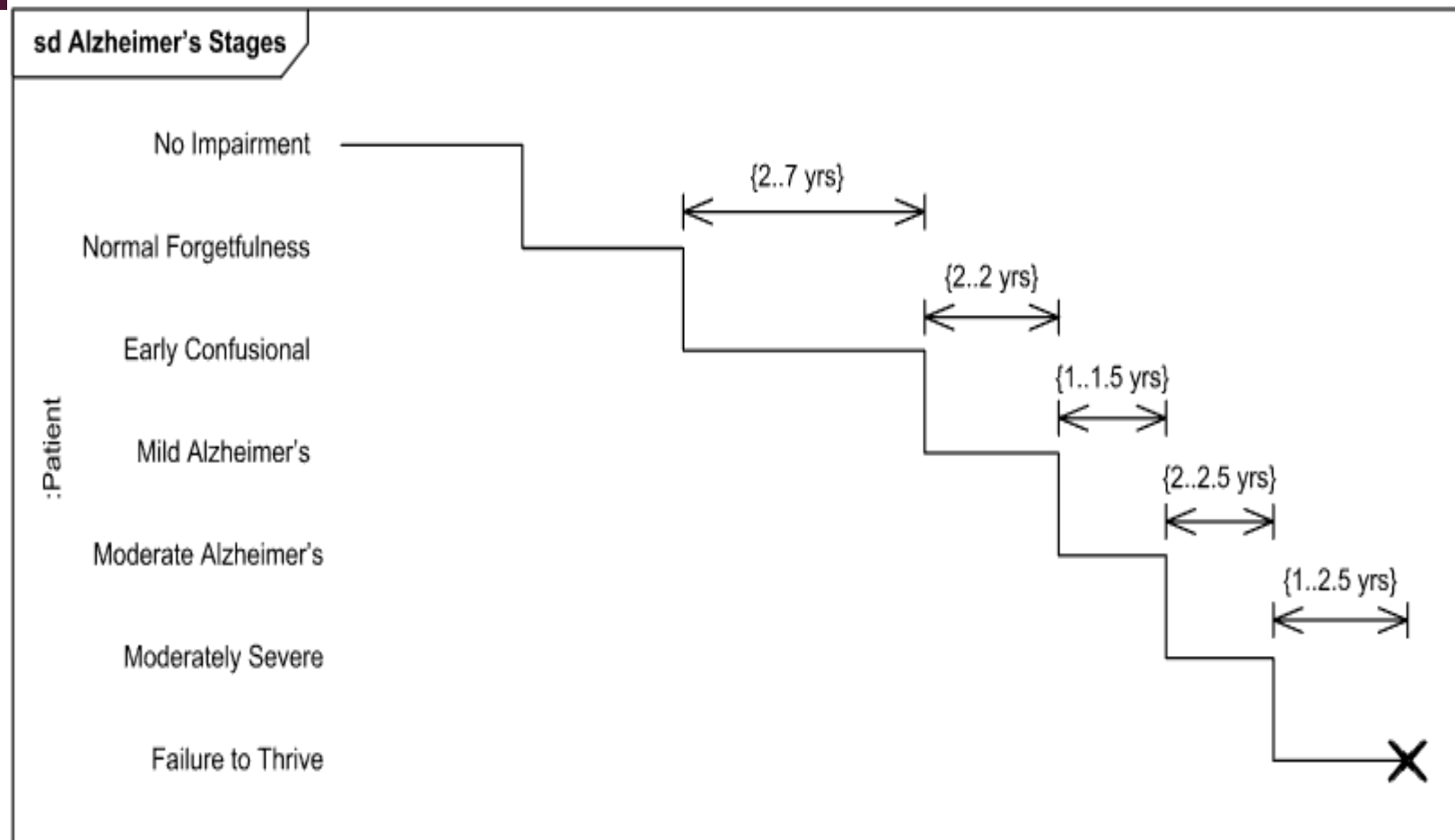
- Let's take a simple scenario based on the pump and hotplate for a coffee pot. Let's imagine a rule that says that at least 10 seconds must pass between the pump coming on and the hotplate coming on. When the water reservoir becomes empty, the pump switches off, and the hotplate cannot stay on for more than 15 minutes more.



EX 3: STAGES OF ALZHEIMER'S DISEASE

- **Alzheimer's disease** (AD) is a a progressive, ultimately fatal brain disease that causes loss of memory and intellectual abilities. The cause of the disease is unknown. AD has no cure and is one of the leading causes of death in the United States.
- For Alzheimer's disease doctor may use a diagnostic framework with three to seven levels (stages). Progression through these stages may last from 8 to 10 years, and in some cases up to 20 years from the time neuron changes start.
- Example of timing diagram below shows timing for the seven stage framework.

EX 3: STAGES OF ALZHEIMER'S DISEASE





That is all