

interaction SequenceDiagramJoinGroup

User: user1

member: g1m1

Group: g1

«create»

1 : create service

GroupService: gs1

2 : searchGroupsByName

3 : groupname

«destroy»

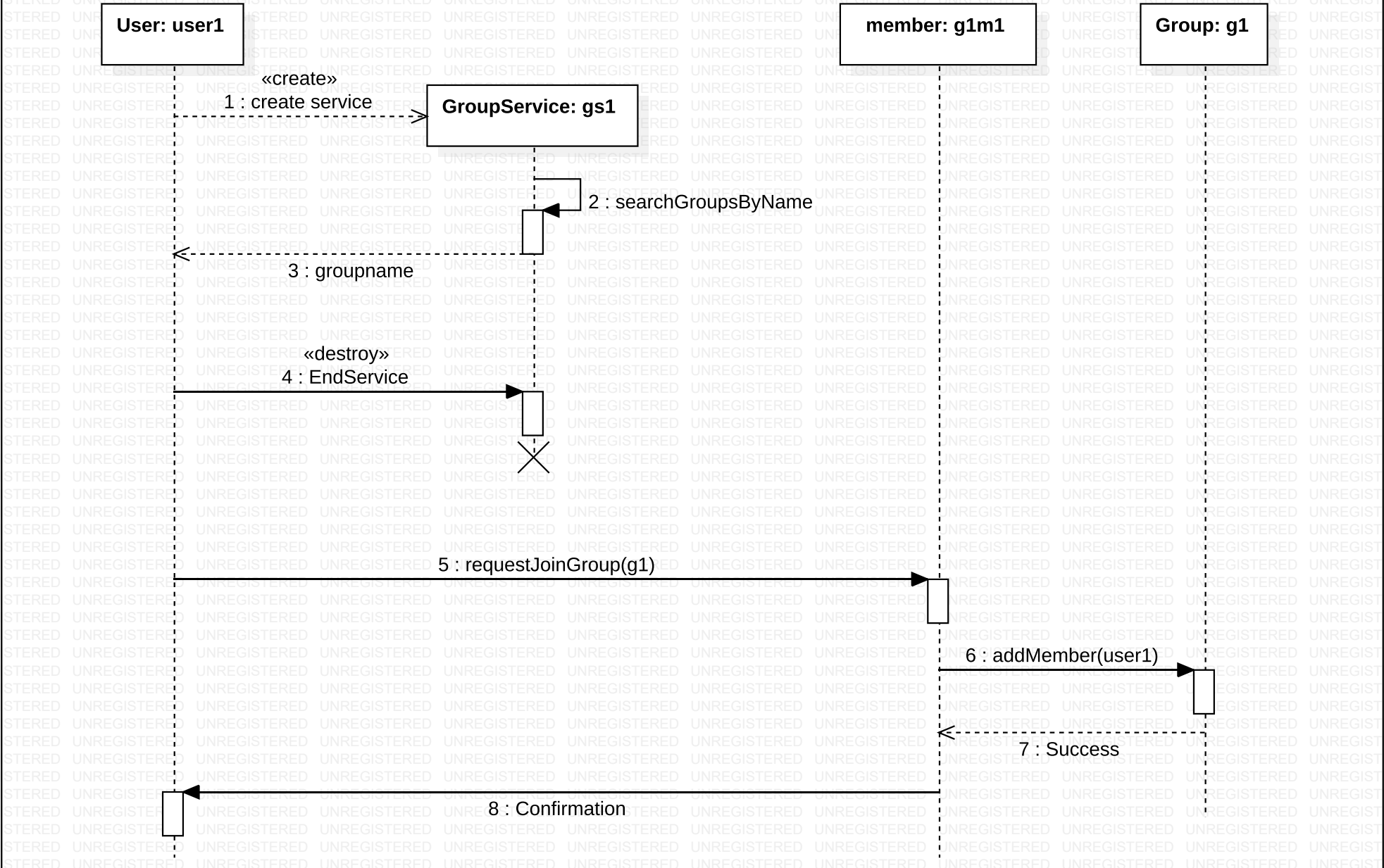
4 : EndService

5 : requestJoinGroup(g1)

6 : addMember(user1)

7 : Success

8 : Confirmation



interaction SequenceDiagramReportUser

User: user1

Admin: admin

«create»

1 : reportUser(user2)

preventInteractionService: pis12

2 : genReport(user1, reason)

3 : viewReports

4 : banDecision

seq blockUser

5 : blockUser(user2)

[if banDecision == True]

6 : «destroy»



interaction SequenceDiagramFriending

User: user1

User: user2

FriendService: fs12

«create»
1 : requestFriend(user2)

2 : sendRequest(user1)

3 : setFriendStatus(user1)

4 : getFriendStatus(user1)

5 : friendStatus

6 : friendStatus

«destroy»

7 : endFriendProcess

