Introduction
Communication Vs Sequence diagrams
Basic Notational Elements
Advanced Notational Elements
Example

UML Diagrams

Communication diagrams

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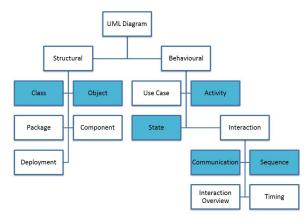
25 October 2021



Introduction

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UML Diagrams



The term **interaction diagram** is a generalisation of four more specialised UML diagram types

- sequence
- communication
- interaction overview
- timing

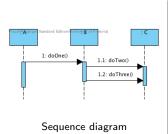


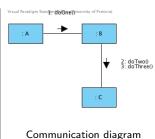
A communication diagram is used to:

- Model message passing between objects (messages appear in the form of method calls).
- Model mechanisms within the architectural design of the system.



Communication diagrams and sequence diagrams are very similar





Summary of their differences:

- Sequence diagrams
 - Easier to read call-flow sequence
 - More notation options allows for higher expressiveness
- Communication diagrams
 - Easier to observe which objects are involved in the communication



Object Link line Message Reflexive Message Sequence numbers

```
Gsual Paradigm Standard Edition(Uni
partner: Student
```

- Name of instance : Class name
- may be anonymous

```
Sisual Paradigm Standard Edition(University of Pretoria)

: Register : Sale
```

A connection path indicating that there is an association between the objects.

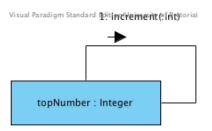
(Looks very much like a UML Object Diagram)



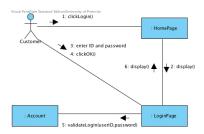
- Method signature
- Arrow indicates direction
- Multiple messages in both directions flow along the same link.



Object Link line Message Reflexive Message Sequence numbers

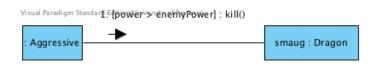


Message to self

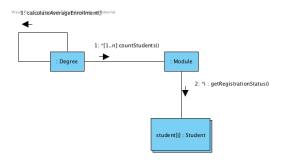


- Use numbers to show the order of the actions
- Numbering scheme is not prescribed and may include sub-numberings

- The assumption is that communication between instantiated objects are modelled
- Construction and destruction are not shown in Communication diagrams.



Use a guard to show the condition



- guard condition / starting and ending values / counter
- Note the difference between statements in the body of a loop and nested loops

Message structure

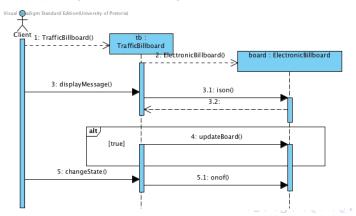
```
SequenceNumber.
```

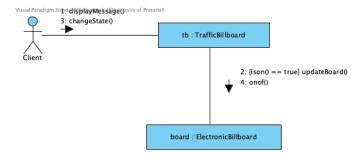
```
[''[''Conditional/loopIndicator'']'':]
[returnValue :=]
methodName(parameters) :
ReturnType
```

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The Billboard

Draw the corresponding communication diagram.





Comparison of Sequence and Communication diagrams

- Present similar information.
- Sequence diagram more detailed than Communication diagram.
- Relationships between objects presented as a function of time in a Sequence diagram.
- Communication diagrams show the relationships between a particular configuration of objects.
- Message synchronicity more detailed in Sequence diagrams.
- Any thing else?