

Internetworking

UML Sequence Diagram

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UML sequence diagram

Very common kind of interaction diagram

- Focus on messages interchanged between lifelines
- Temporal occurrence of interchange

Important elements

- Lifeline
- Occurrence
- Execution



UML sequence diagram – lifeline

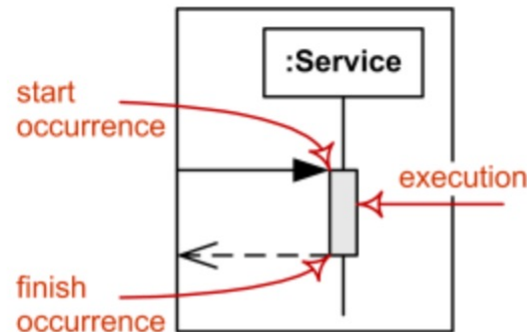
Lifeline is a named element which represents an individual participant



Lifeline "data" of class Stock

UML sequence diagram – occurrence

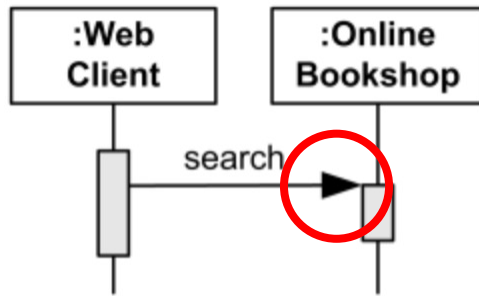
Occurrence is an interaction fragment which represents a moment in time (event) at the beginning or end of a **message** or at the beginning or end of an **execution**.



Duration of an execution is represented by two execution occurrences - start and finish.

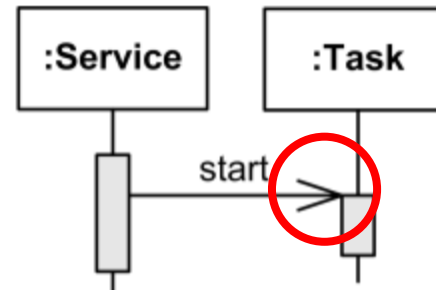
UML sequence diagram – messages

Synchronous Call



Web Client searches Online Bookshop and waits for results.

Asynchronous Call



Service starts Task and proceeds in parallel without waiting.

UML sequence diagram – messages

Replay Message

- dashed line

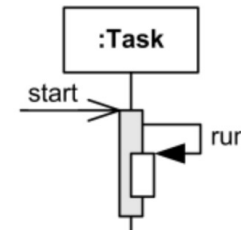
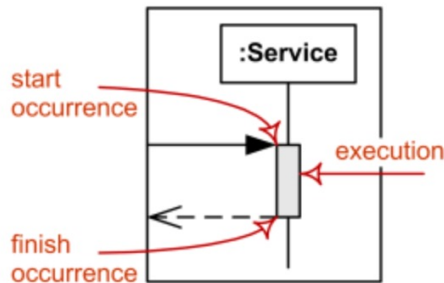


Web Client searches Online Bookshop and waits for results to be returned.

UML sequence diagram – execution

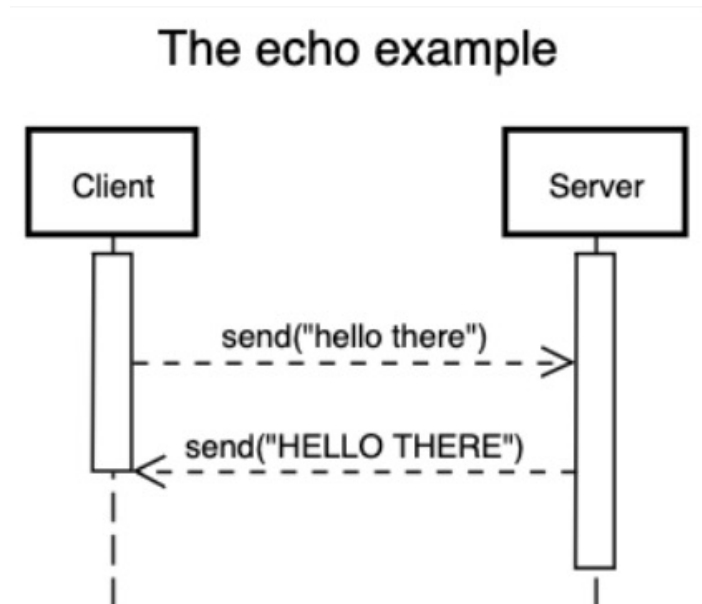
Execution is a interaction fragment which represents a period in the participant's lifeline when it is

- executing a unit of behavior or action within the lifeline,
- sending a signal to another participant,
- waiting for a reply message from another participant.



Execution specification shown as grey rectangle on the Service lifeline.

Example - Echo



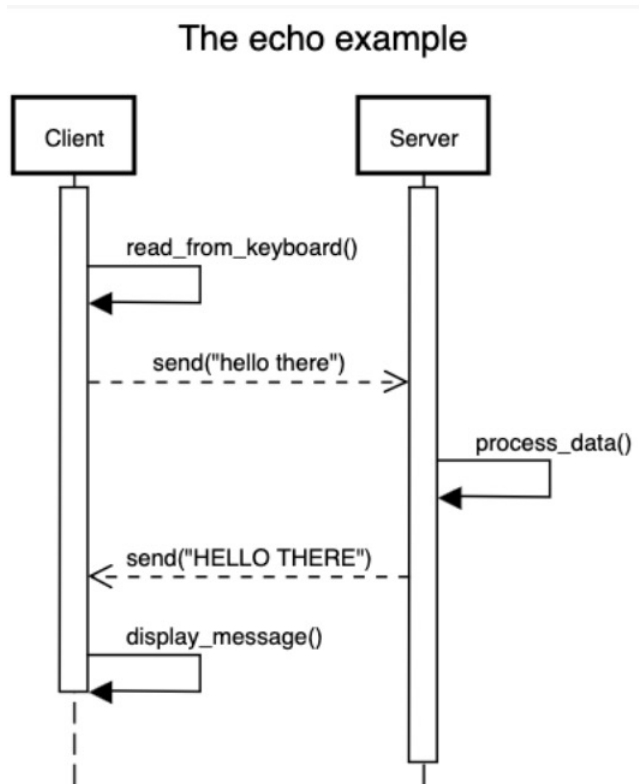
Two participants: client and server

Both are active

- Server waits for an incoming message
- Client process keyboard strokes, waits for reply and then terminates

Two messages are sent asynchronously

Example – Echo



Refined version of the example showing more details

- depending on what level of detail is needed