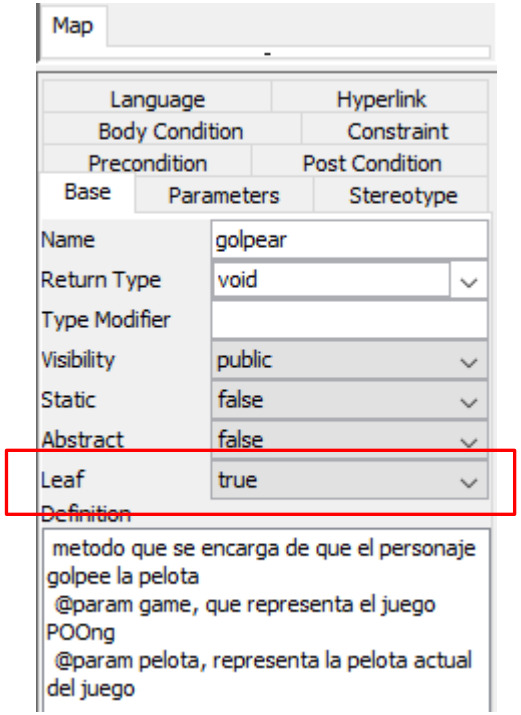
Programación Orientada a Objetos

Diagrama de Clases

Método final



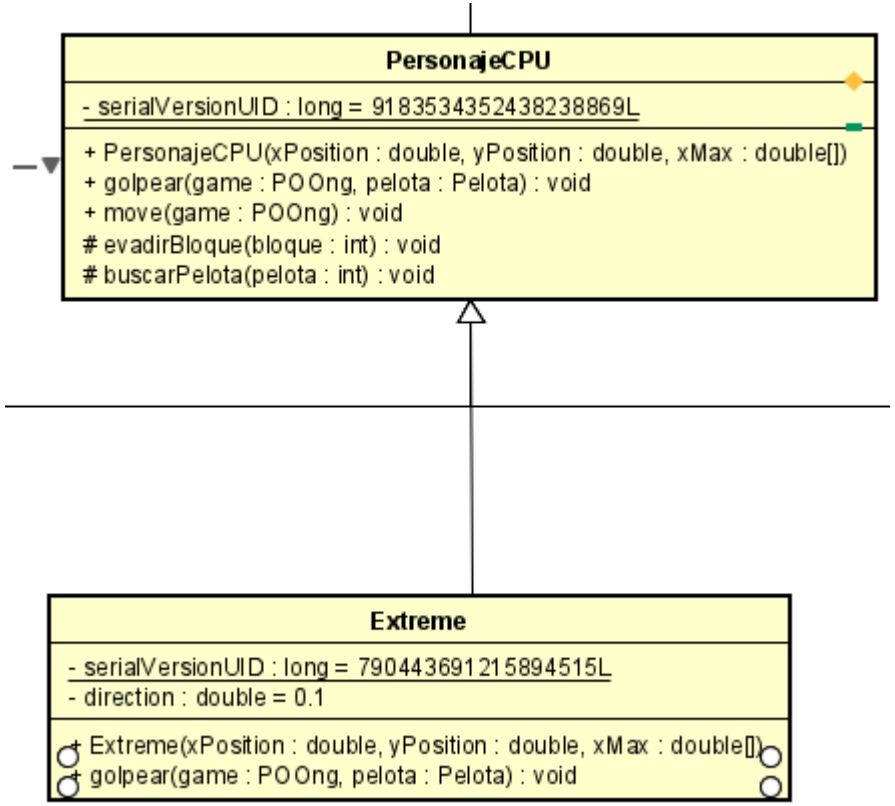


Diagrama de secuencia

- **Permiten diseñar interacciones entre objetos en un método.**
- **Visualiza la responsabilidad de cada objeto en un método.**
- **Permite visualizar complejidad del código en cuanto a acoplamiento.**
- **Muestra la comunicación entre objetos y los mensajes que envían.**
- **Muestra la secuencia (orden) en el que suceden las interacciones.**

Diagrama de secuencia

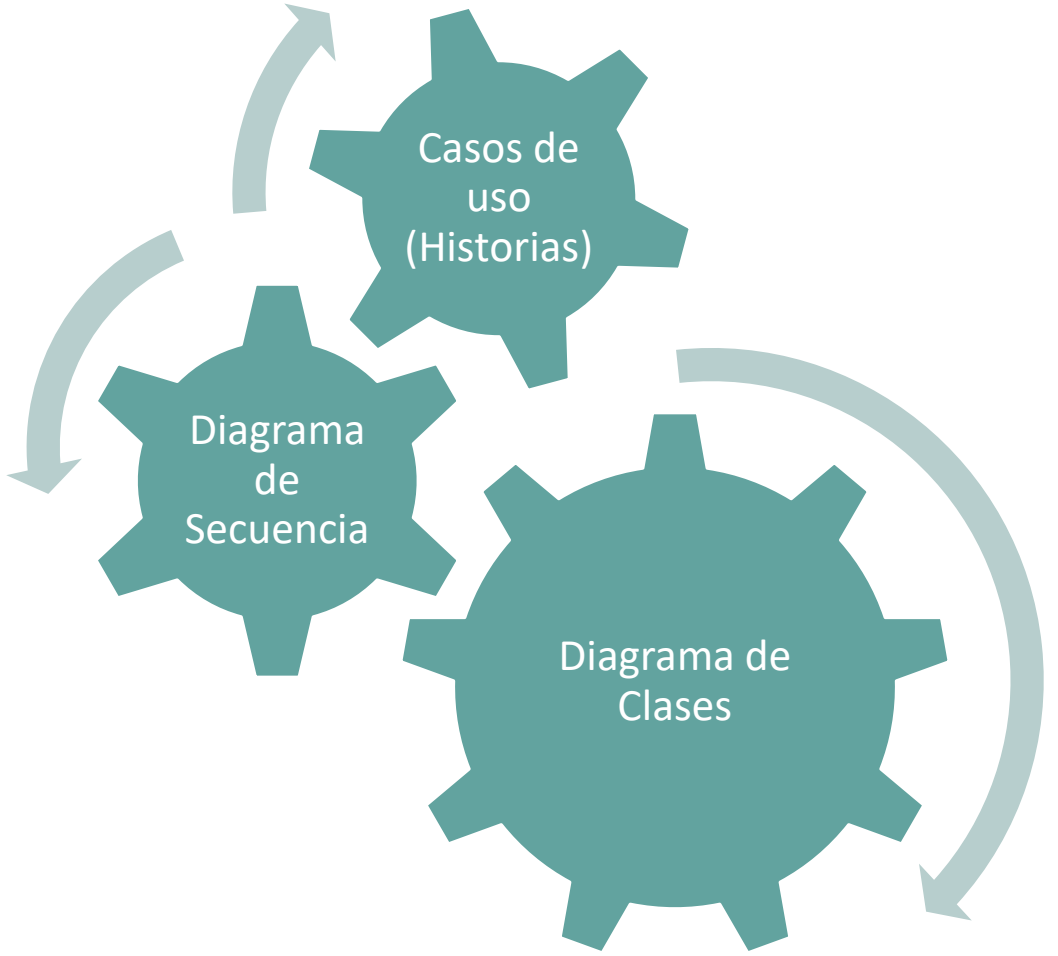
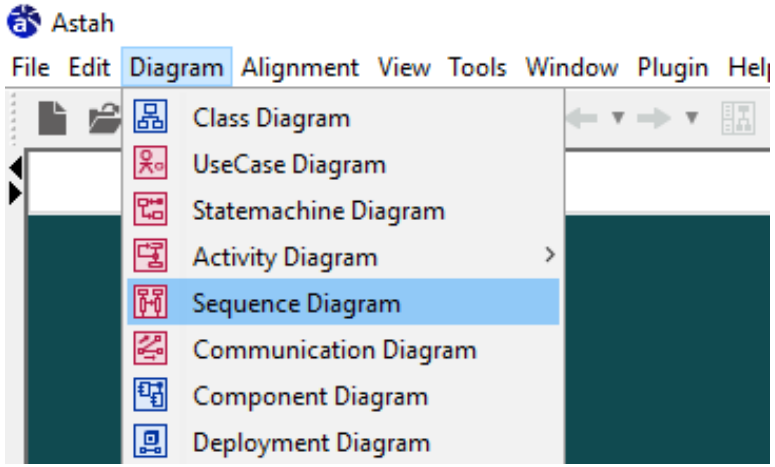


Diagrama de secuencia



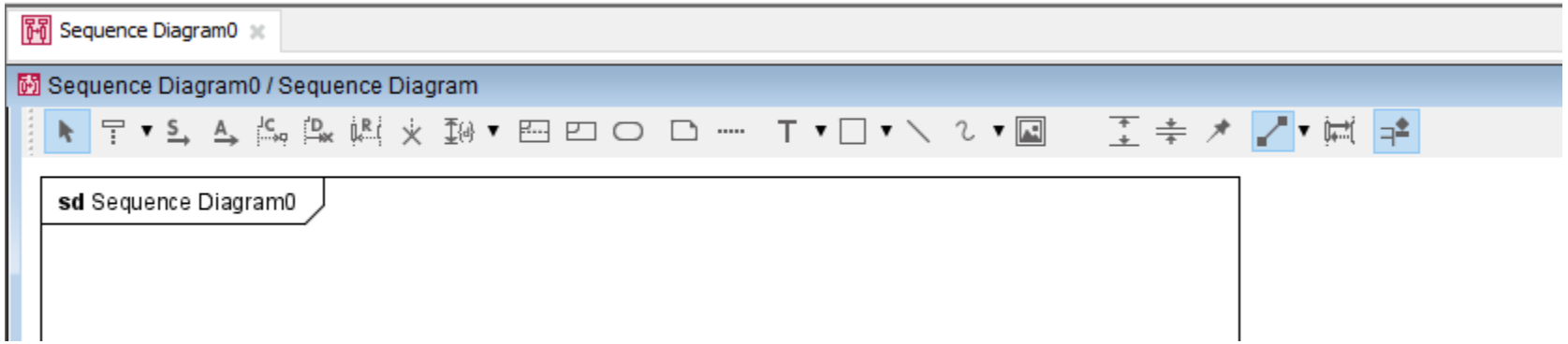
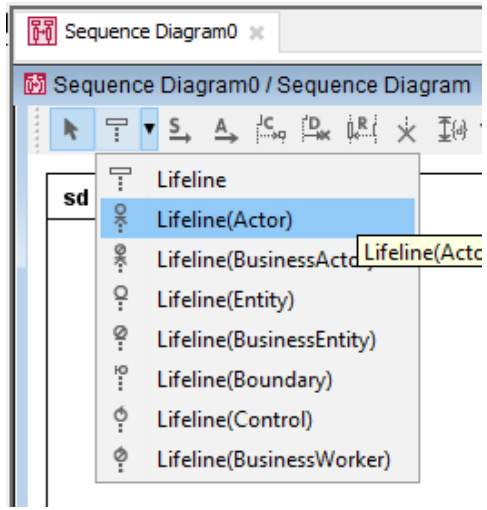
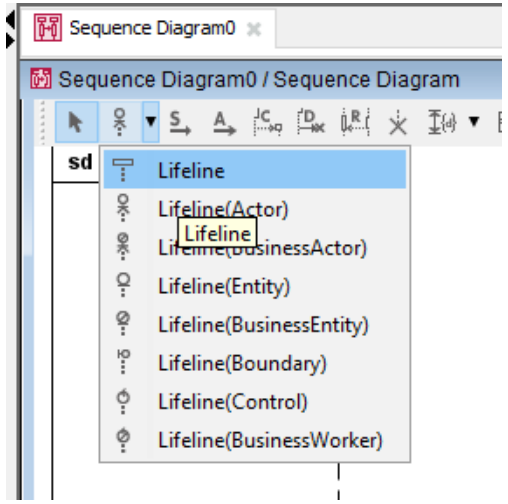
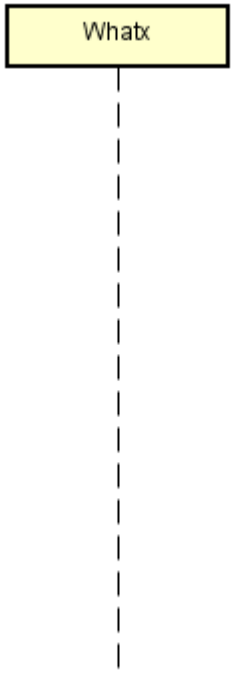


Diagrama de secuencia







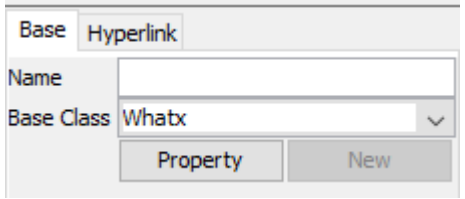
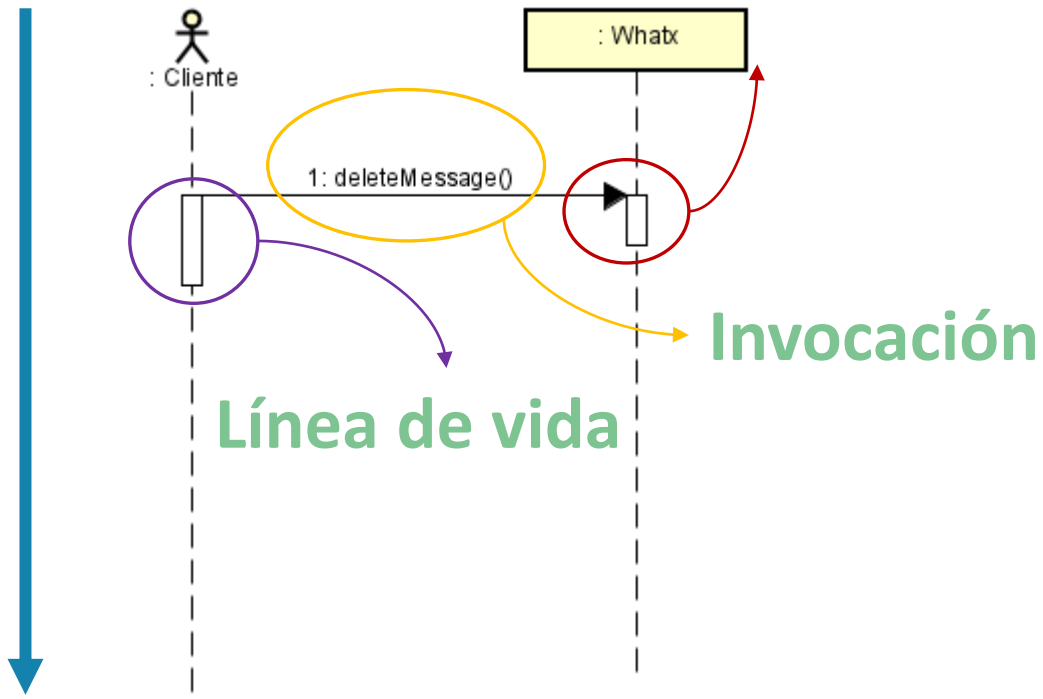
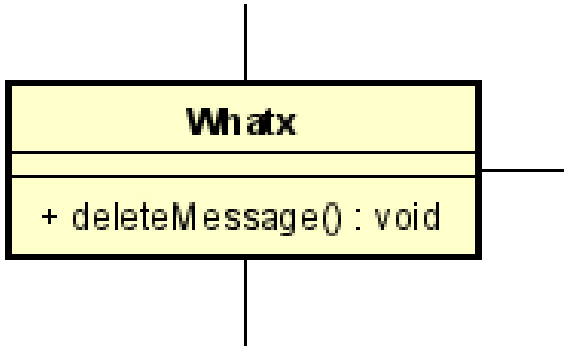


Diagrama de secuencia





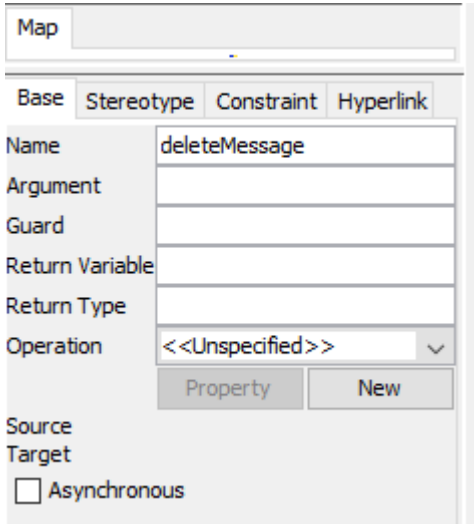
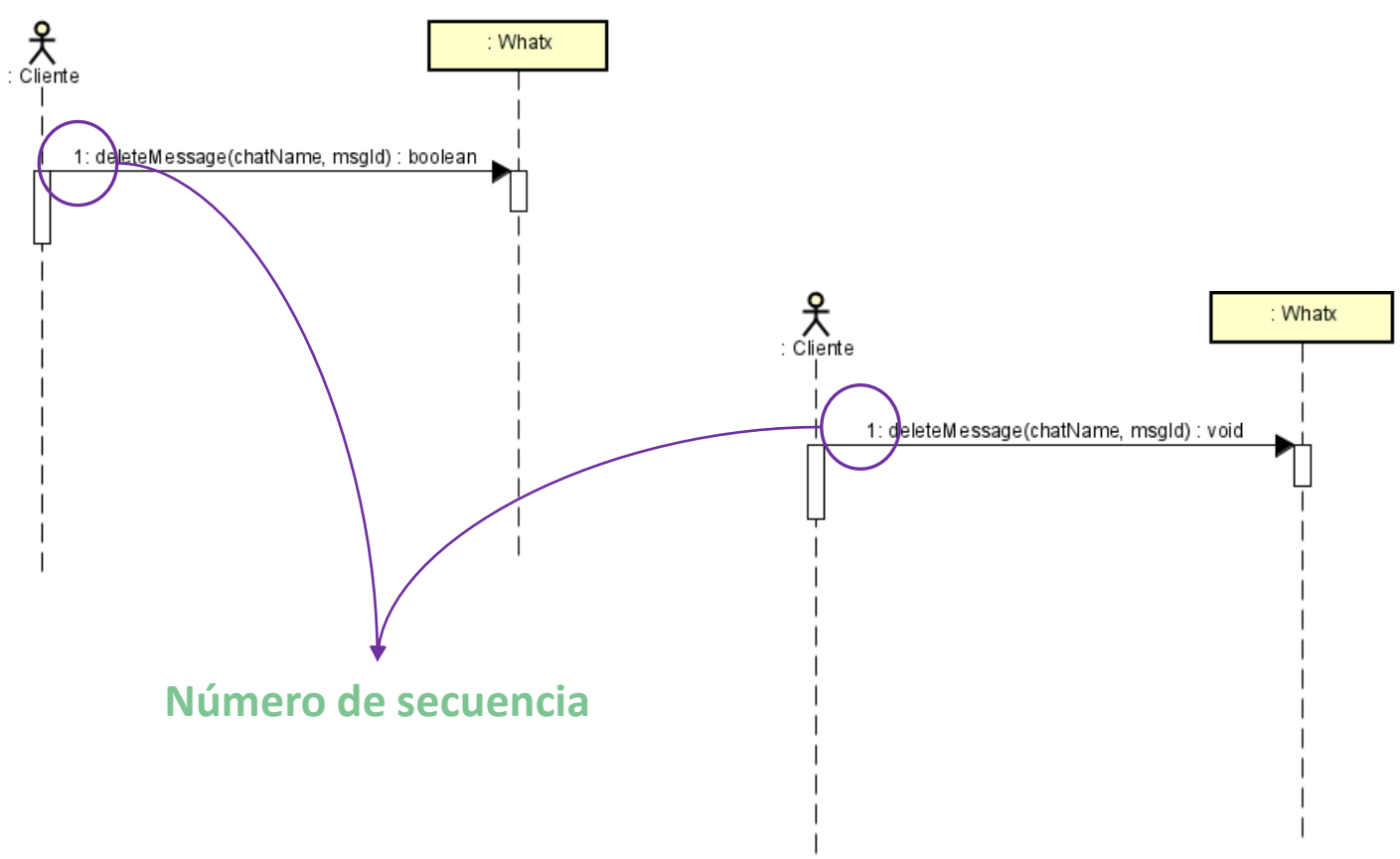
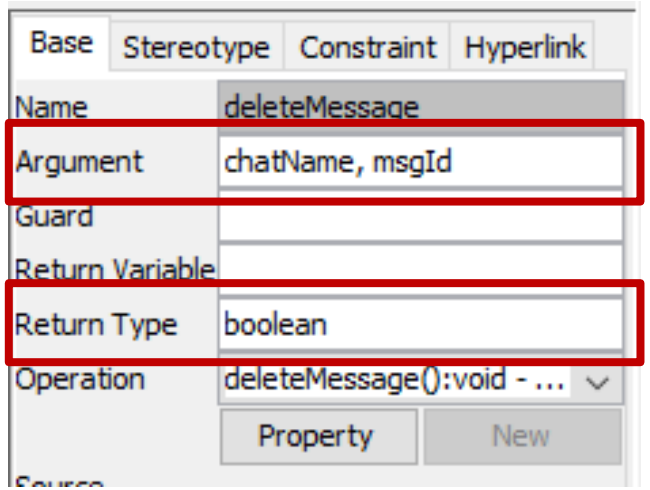
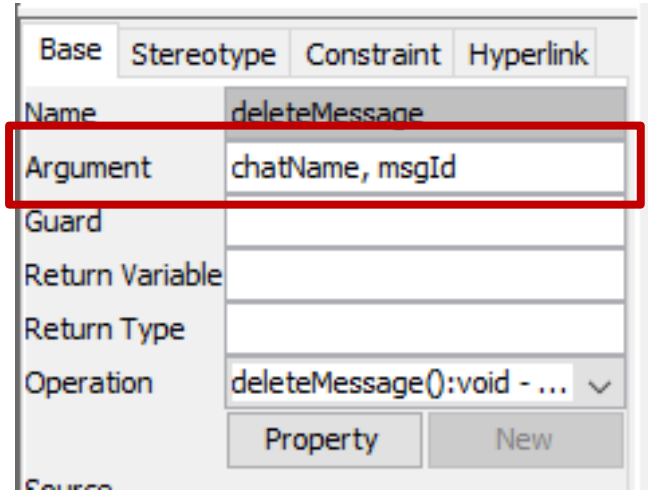


Diagrama de secuencia



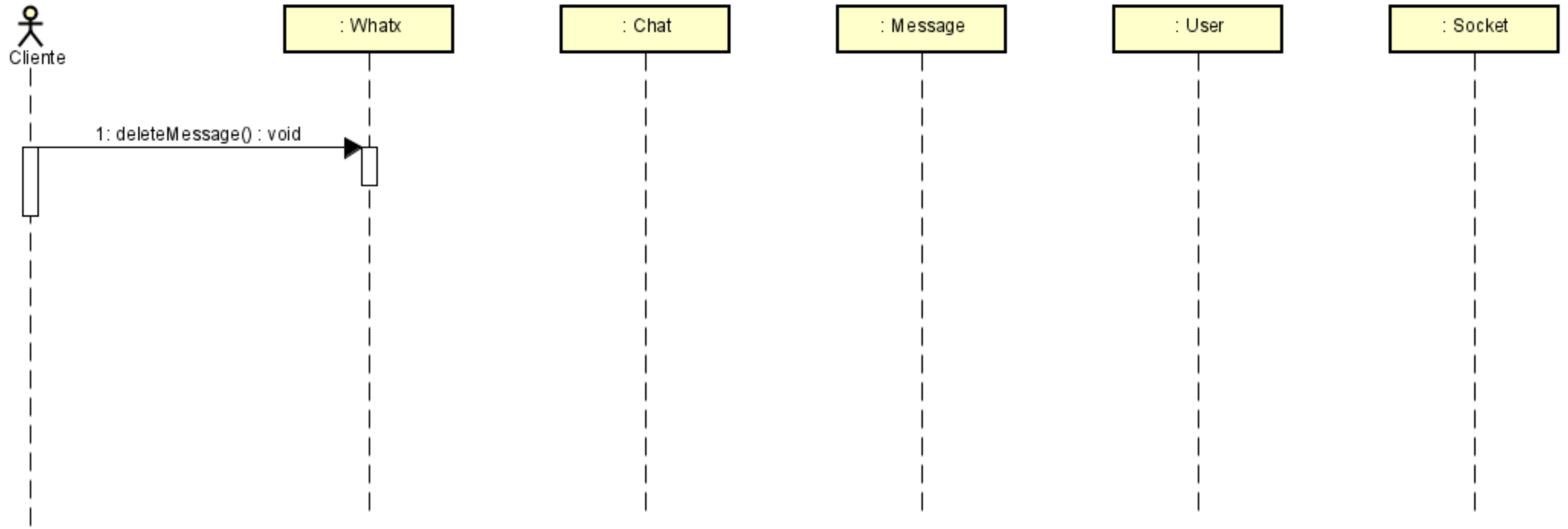
Número de secuencia





Identificar parámetros y retorno

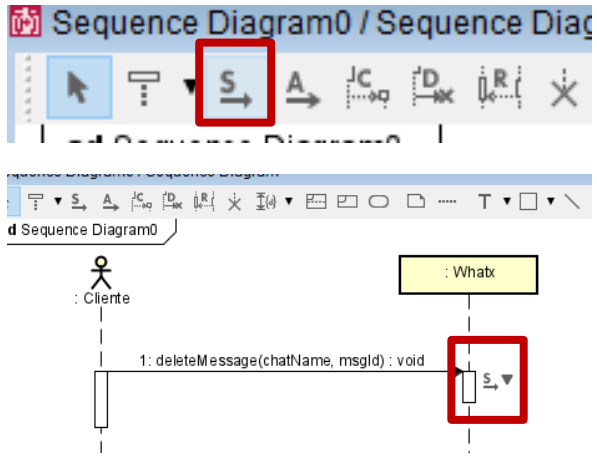
Diagrama de secuencia

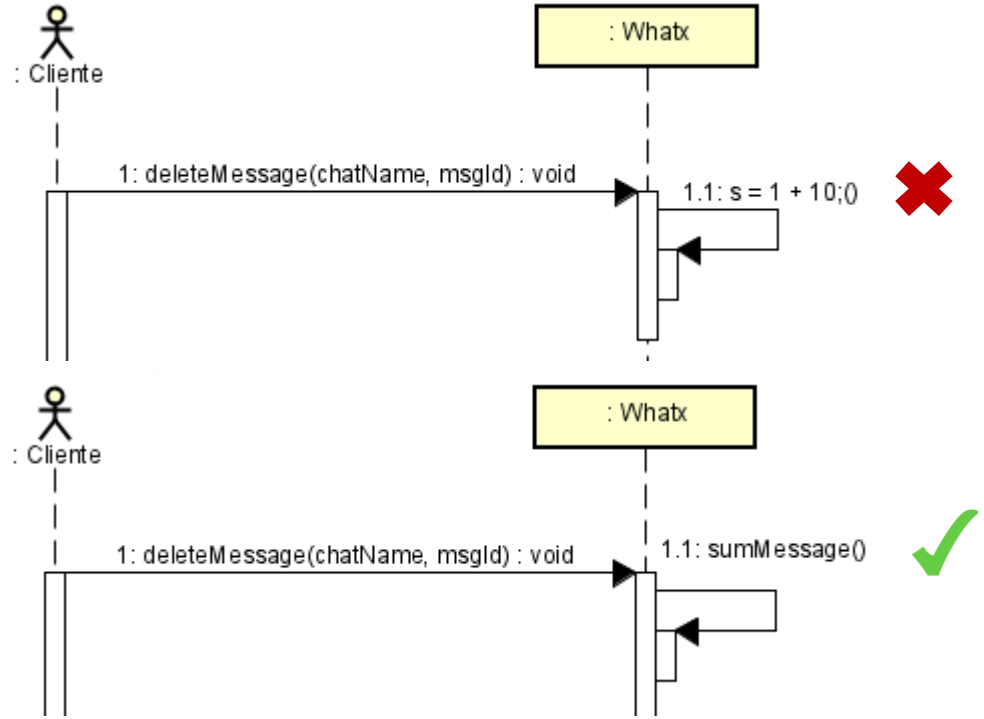


Identificar los objetos (u otros sistemas) que interactúan

Si no nos dicen, diseñar hasta el nivel 3 (máximo). Ej: 1.1.1

Diagrama de secuencia

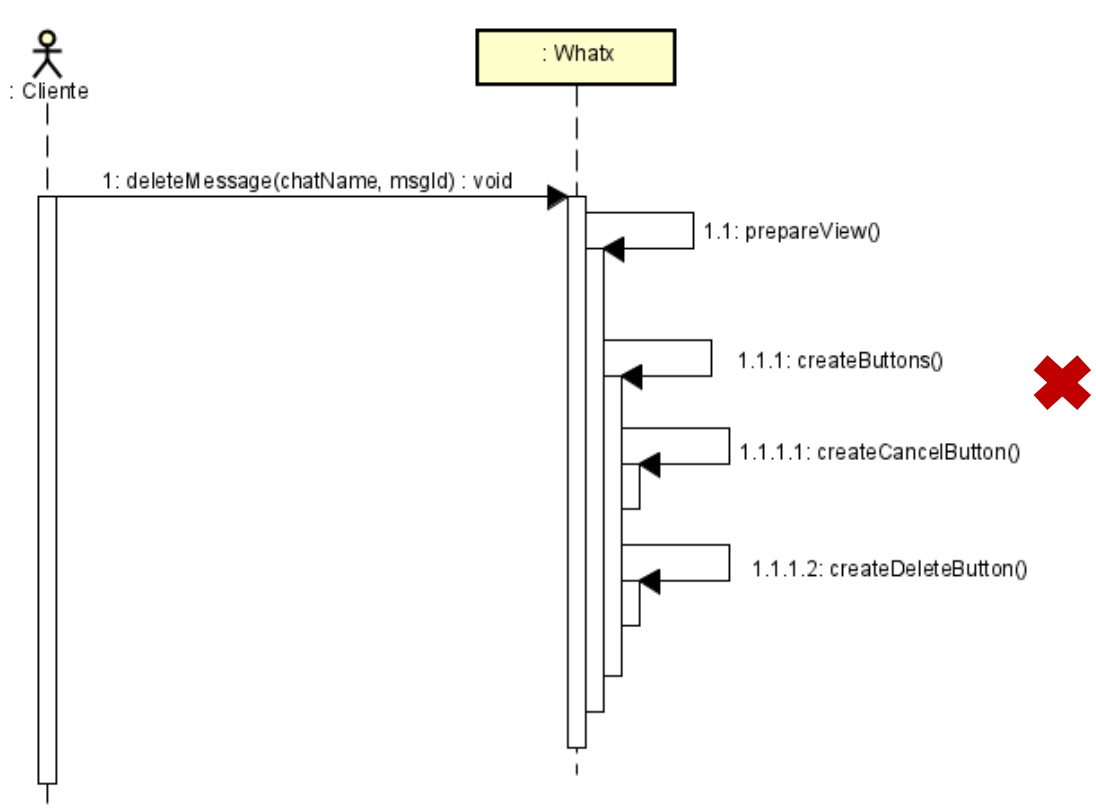


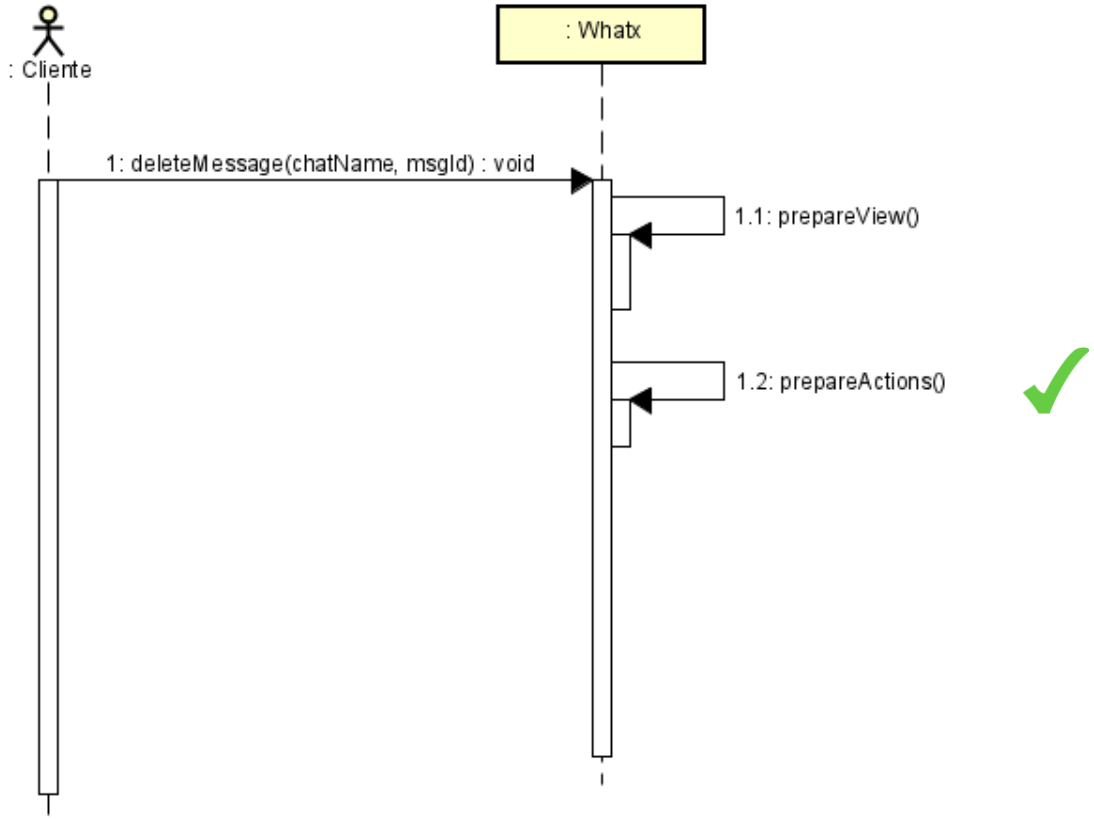


Identificar las invocaciones requeridas

No se diseñan líneas de código, si INVOCACIONES

Diagrama de secuencia

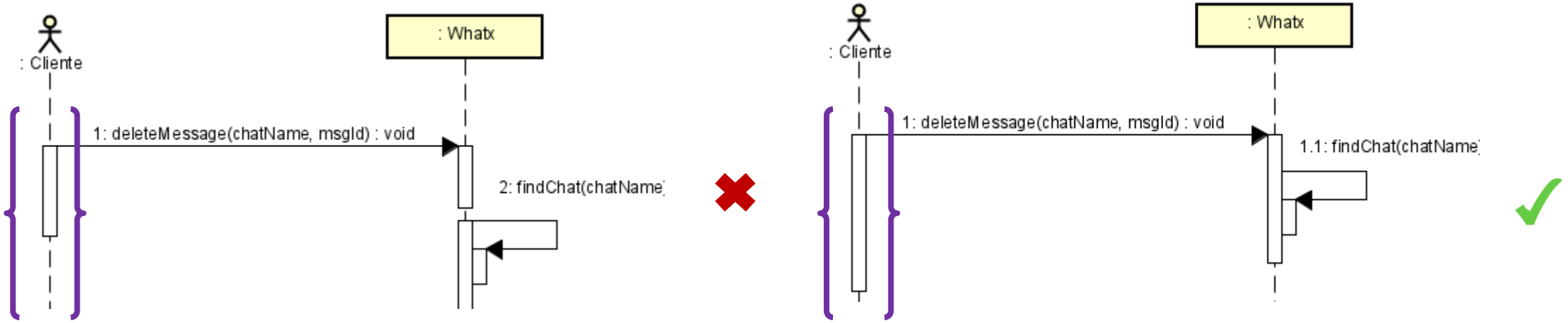




Identificar las invocaciones requeridas

Adicionar los métodos que encapsulen comportamientos clave para el método principal (1) o máximo 3 niveles de especificación

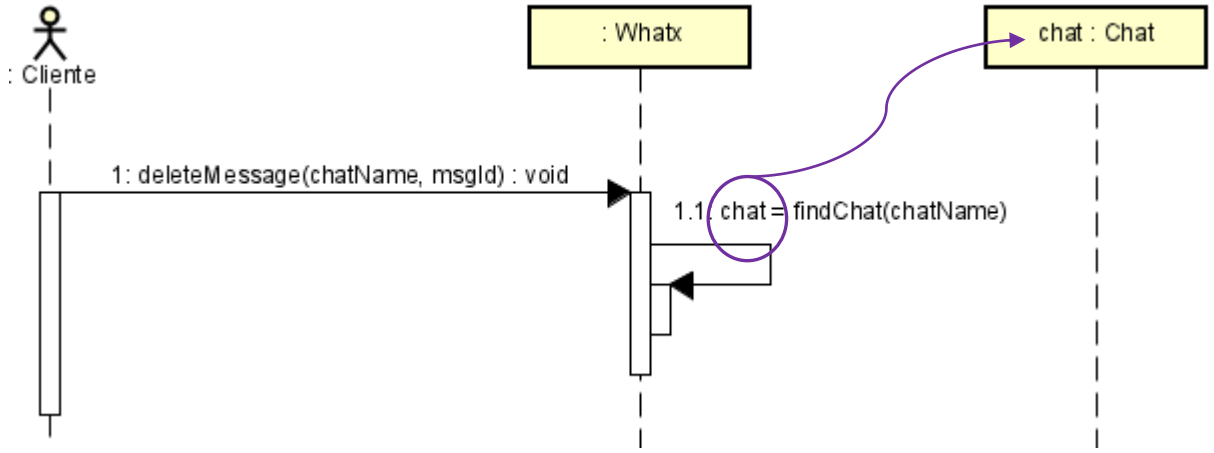
Diagrama de secuencia

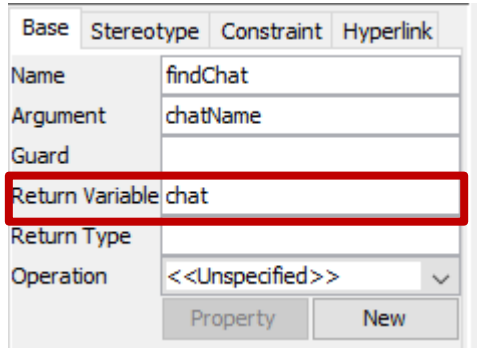


Identificar las invocaciones requeridas

Mantenga la secuencia 1, 1.1, 1.1.1 no 1,2,3

Diagrama de secuencia

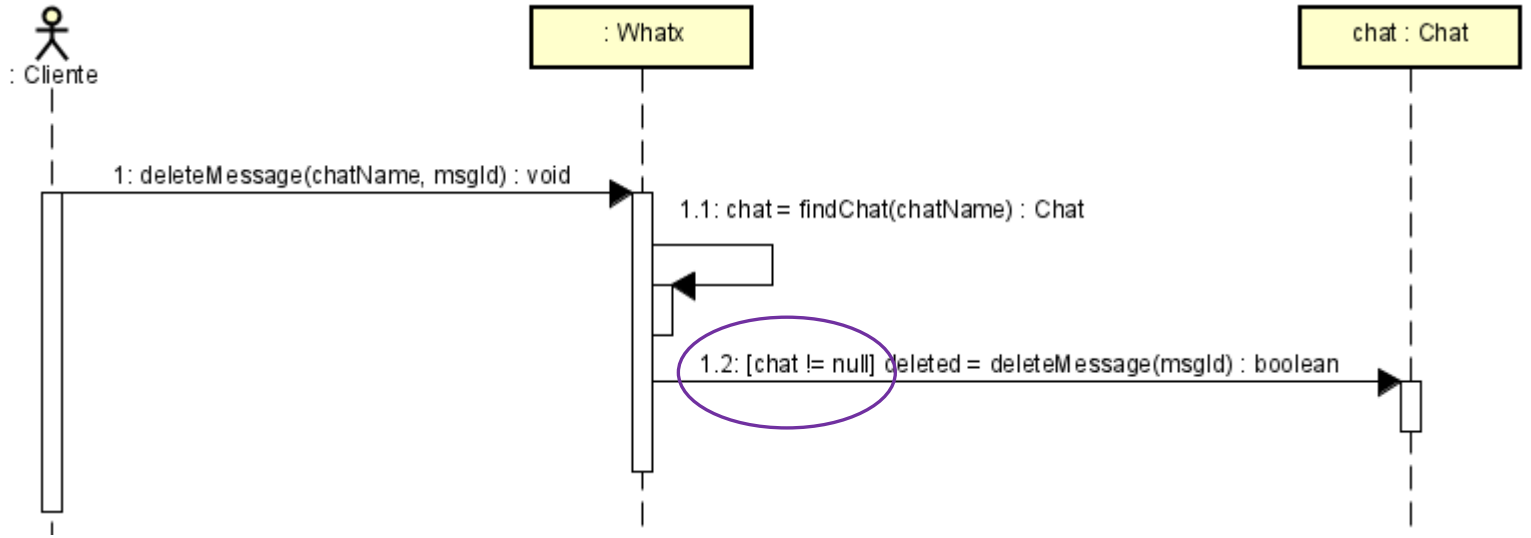




Variables de retorno

Definir solo si se utilizan después

Diagrama de secuencia

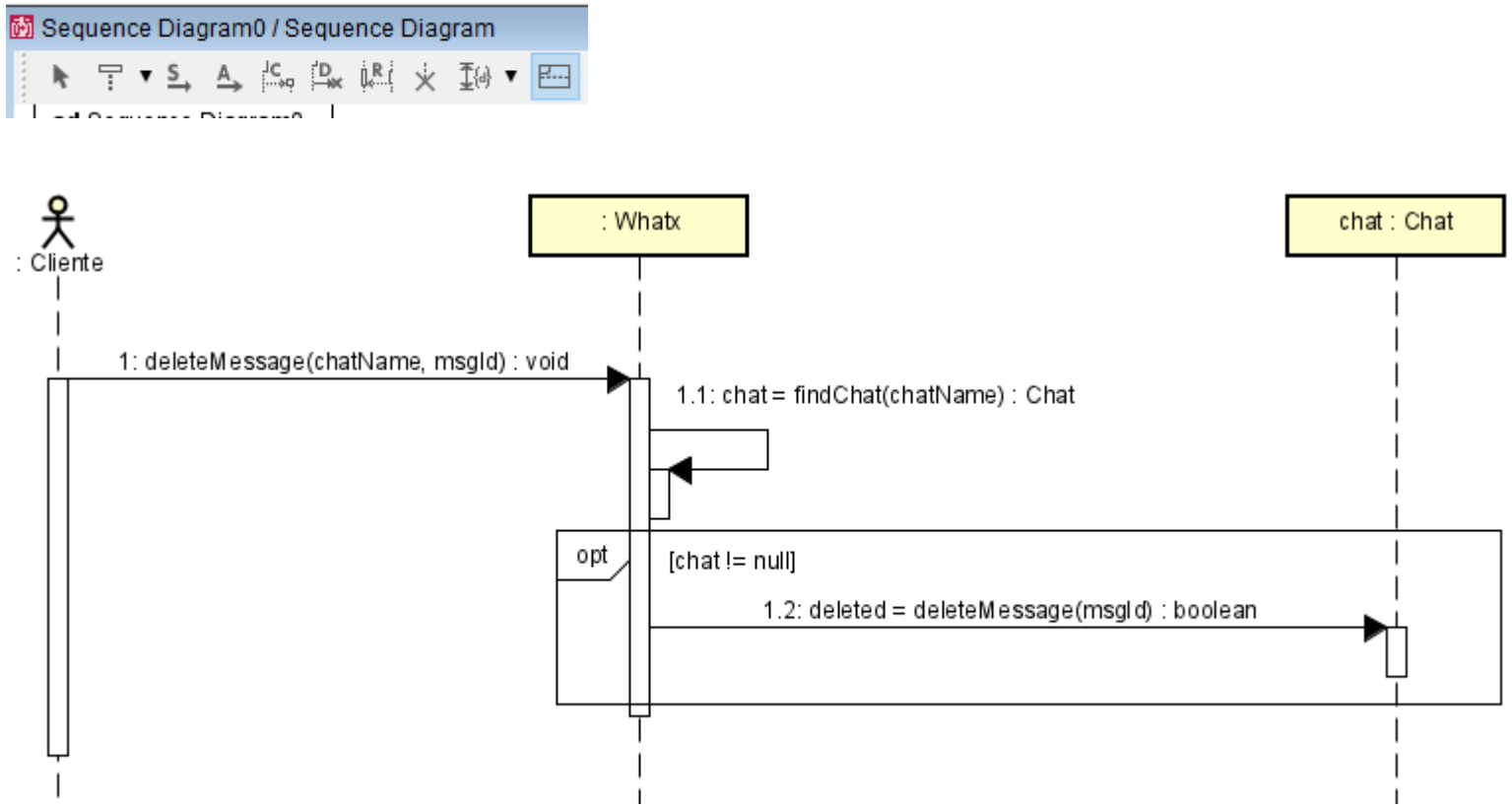


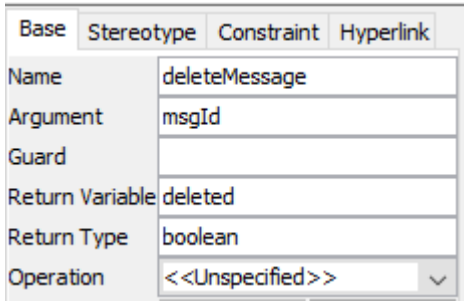
Base	Stereotype	Constraint	Hyperlink
Name	deleteMessage		
Argument	msgId		
Guard	chat != null		
Return Variable	deleted		
Return Type	boolean		

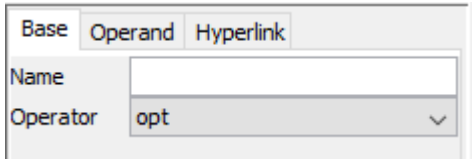
Condicionales: Opción 1

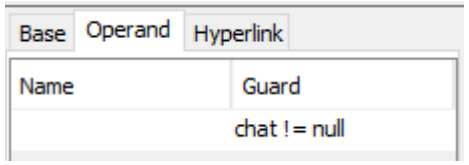
[IF] Si solo una invocación se afecta por el condicional

Diagrama de secuencia





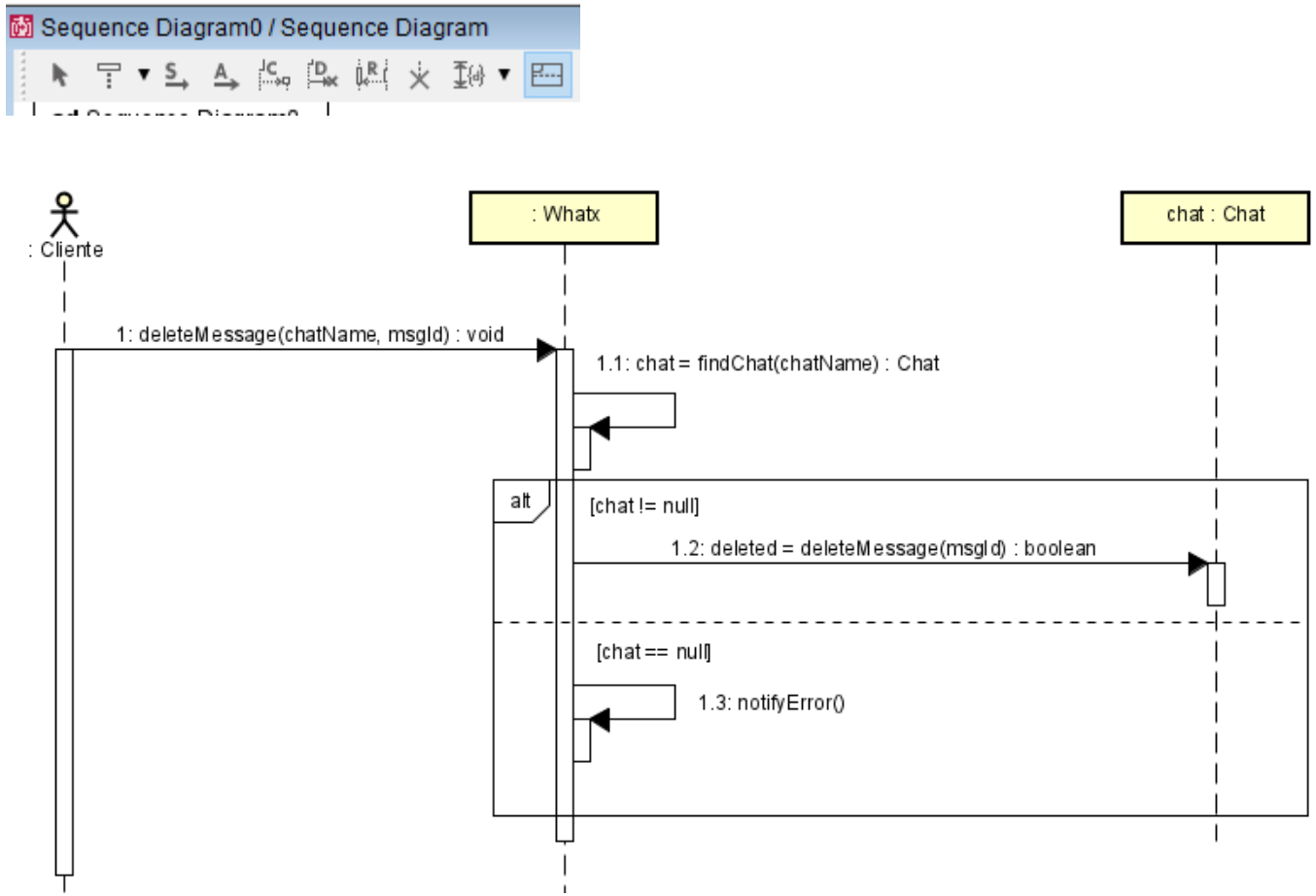


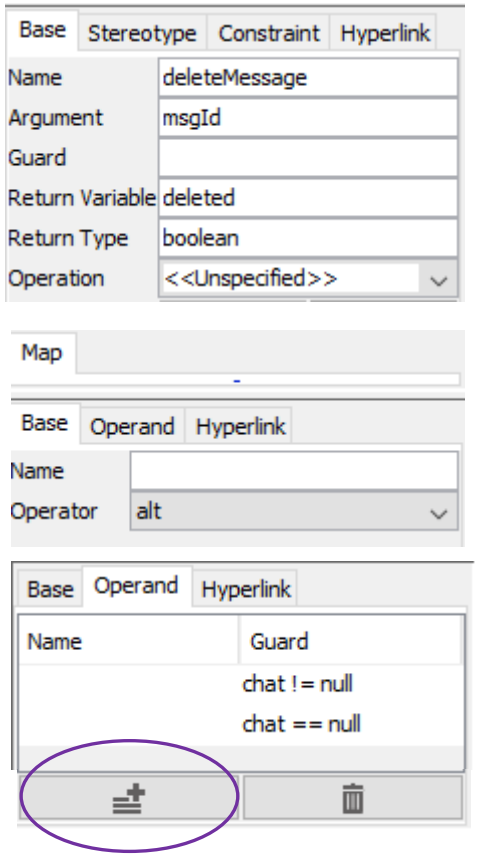


Condicionales: Opción 2

[IF] El recuadro debe abarcar todas las invocaciones que están dentro del condicional

Diagrama de secuencia

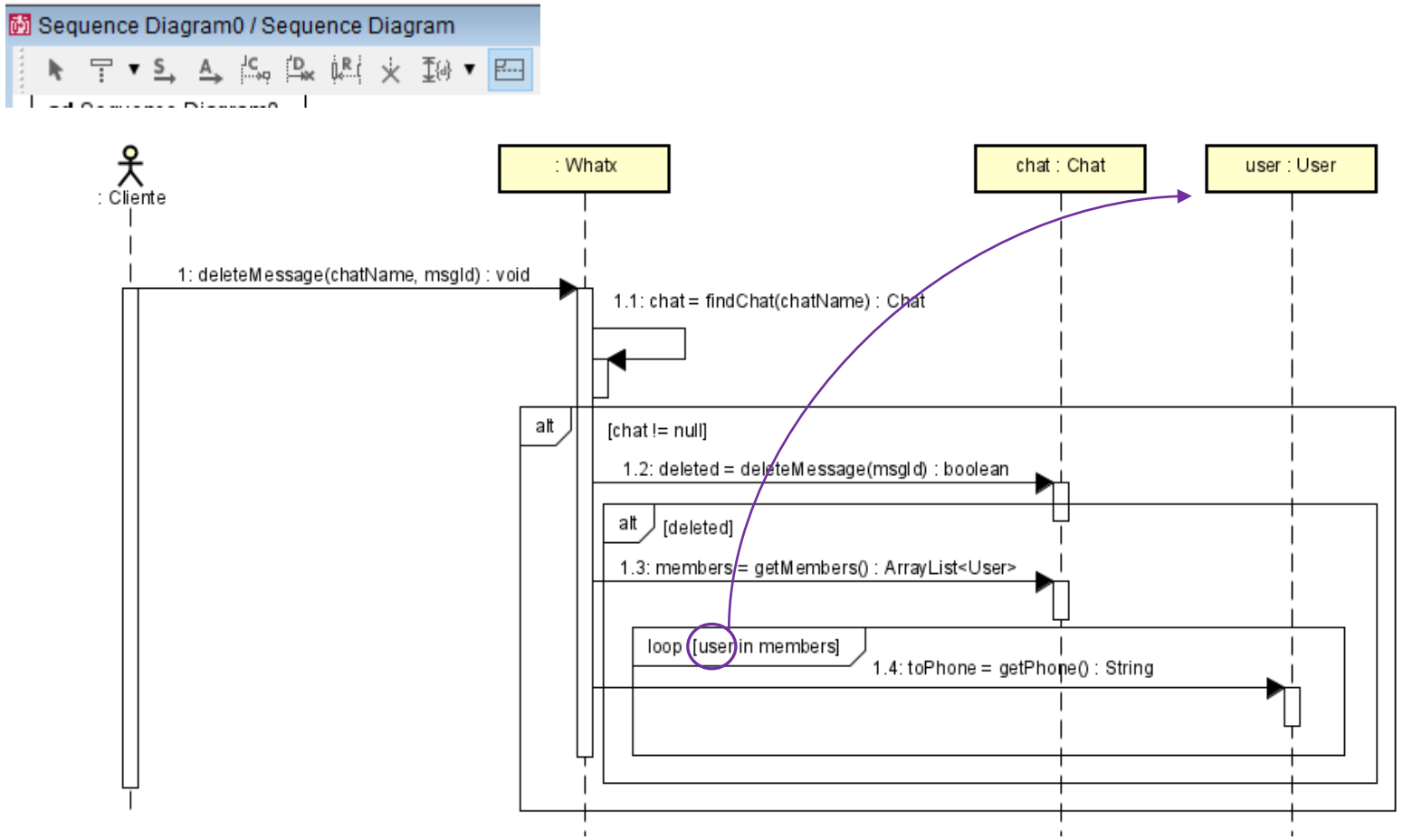


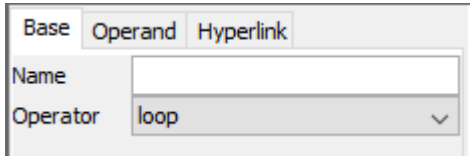


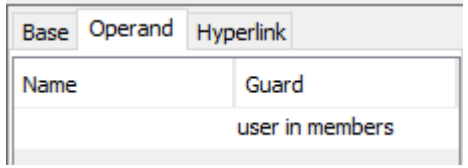
Condicionales: Opción 3

[IF / ELSE / SWITCH]

Diagrama de secuencia



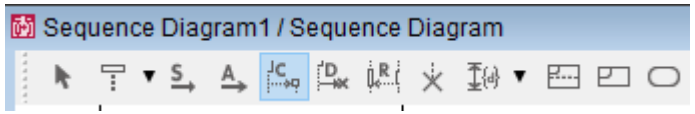


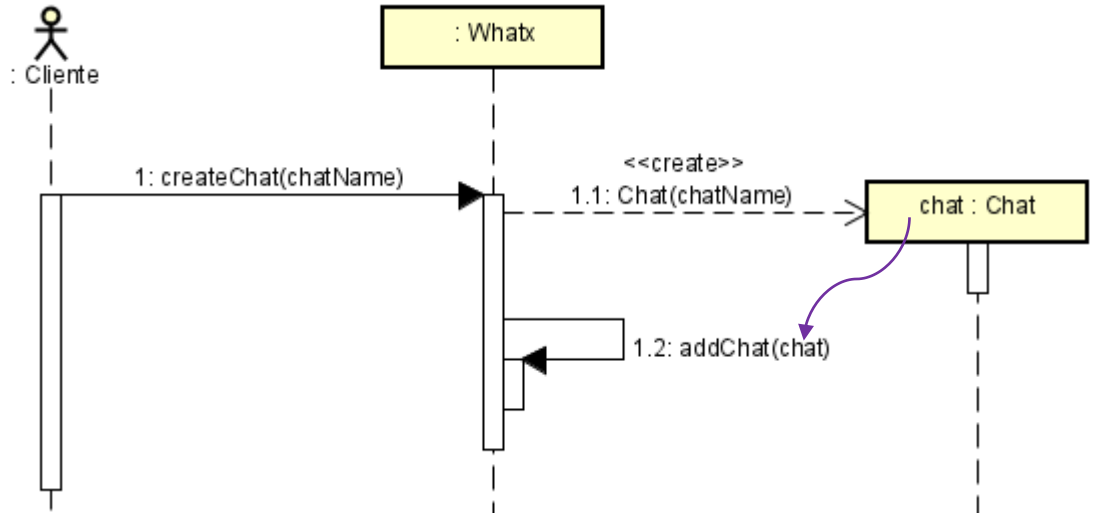


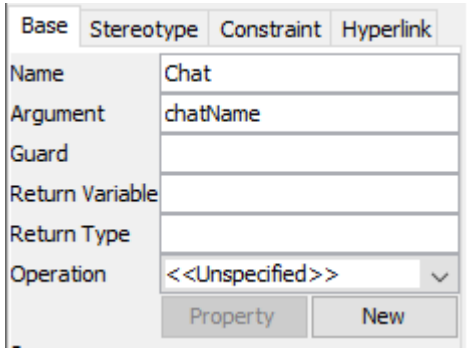
Ciclos

[FOR / WHILE / DO WHILE]

Diagrama de secuencia



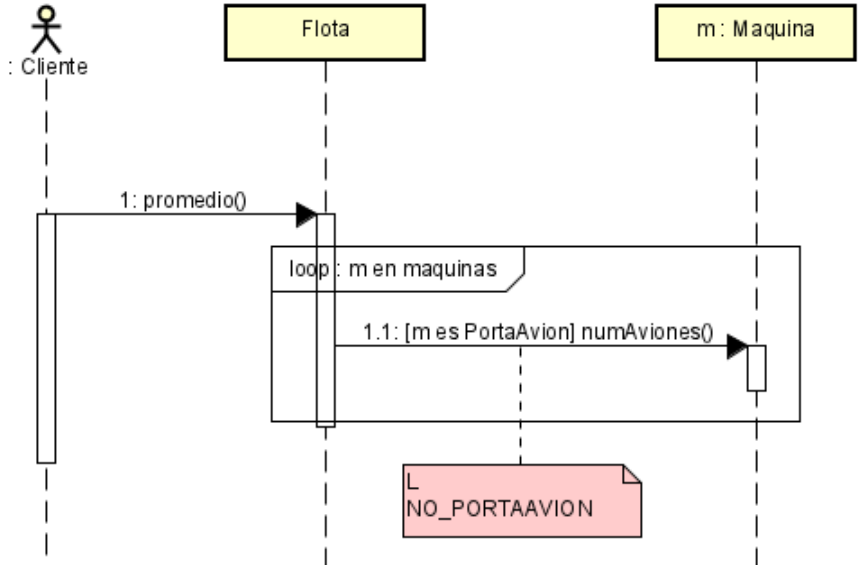




Crear Objeto

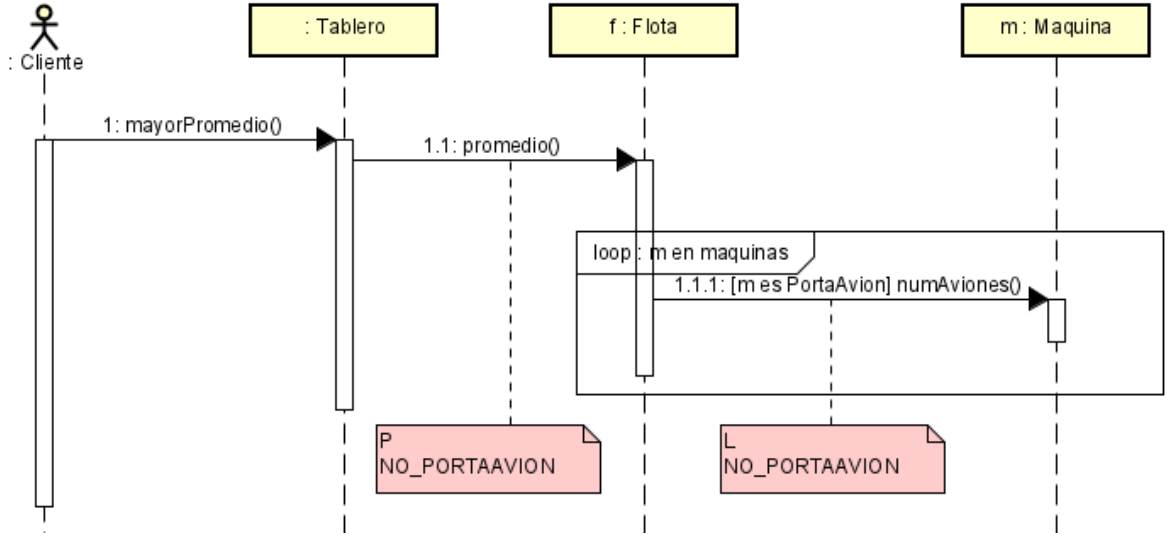
[new]

Diagrama de secuencia



Lanzar excepciones

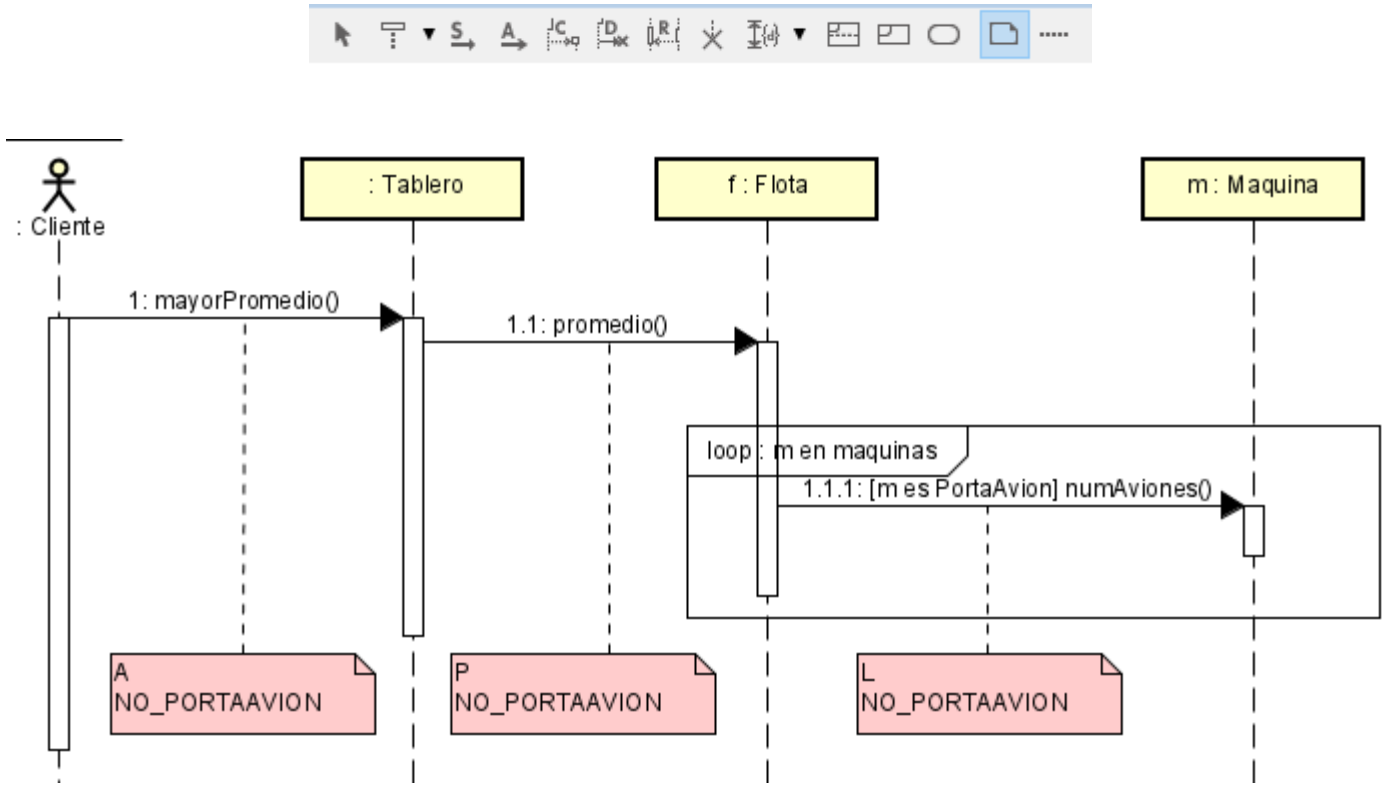
[new throw]



Propagar excepciones

[throws]

Diagrama de secuencia



Atender excepciones

[try / catch]