

Sequence Diagrams

A sequence diagram depicts how objects in a program interact with each other. It is called a “sequence” because it depicts the order that these interactions occur in. In an excerpt from the Turtle1 sequence diagram below, the vertical lines are processes that the program performs. The horizontal lines or arrows are messages that are sent. As seen below in the Turtle1 diagram, often these messages are sent back to the same process or class that was calling it.

In this diagram, the user clicked the “End” button, which called the function `setEndButton()`. From there, the class `TurtleControlPanelOne` calls a series of functions to shut the program down.

