
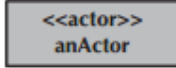
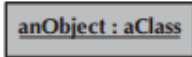


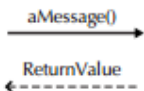
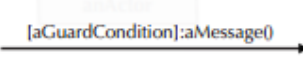

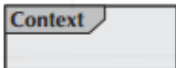


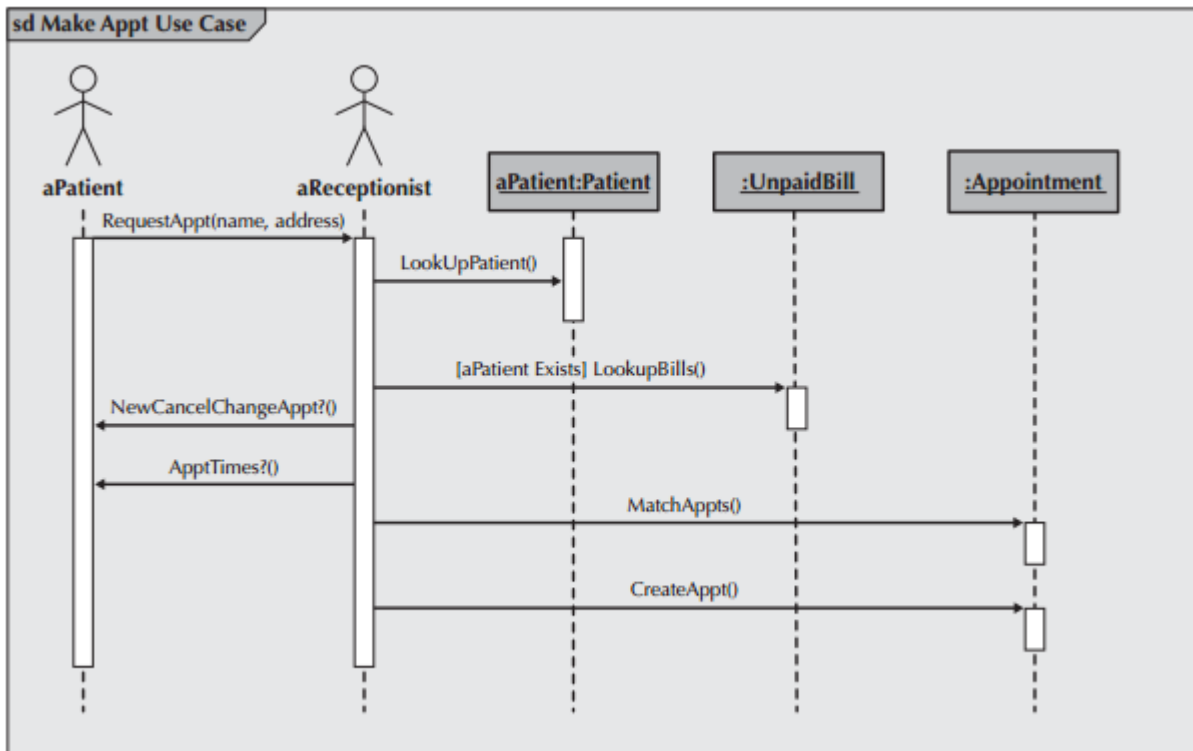
## Diagrama de Secuencia:

- Sirve para mostrar los mensajes que son transmitidos a través de los objetos que forman parte de un caso de uso.
- Es un tipo de diagrama de interacción o de comportamiento.
- Supuestamente se puede crear a partir del robustness diagram.
- Este tipo de diagramas son orientados fuertemente a la implementación del sistema.

## Símbolos:

Term and Definition	Symbol
<b>An actor:</b> <ul style="list-style-type: none"> <li>■ Is a person or system that derives benefit from and is external to the system.</li> <li>■ Participates in a sequence by sending and/or receiving messages.</li> <li>■ Is placed across the top of the diagram.</li> <li>■ Is depicted either as a stick figure (default) or, if a nonhuman actor is involved, as a rectangle with &lt;&lt;actor&gt;&gt; in it (alternative).</li> </ul>	 <p>anActor</p> 
<b>An object:</b> <ul style="list-style-type: none"> <li>■ Participates in a sequence by sending and/or receiving messages.</li> <li>■ Is placed across the top of the diagram.</li> </ul>	
<b>A lifeline:</b> <ul style="list-style-type: none"> <li>■ Denotes the life of an object during a sequence.</li> <li>■ Contains an X at the point at which the class no longer interacts.</li> </ul>	
<b>An execution occurrence:</b> <ul style="list-style-type: none"> <li>■ Is a long narrow rectangle placed atop a lifeline.</li> <li>■ Denotes when an object is sending or receiving messages.</li> </ul>	
<b>A message:</b> <ul style="list-style-type: none"> <li>■ Conveys information from one object to another one.</li> <li>■ A operation call is labeled with the message being sent and a solid arrow, whereas a return is labeled with the value being returned and shown as a dashed arrow.</li> </ul>	
<b>A guard condition:</b> <ul style="list-style-type: none"> <li>■ Represents a test that must be met for the message to be sent.</li> </ul>	
<b>For object destruction:</b> <ul style="list-style-type: none"> <li>■ An X is placed at the end of an object's lifeline to show that it is going out of existence.</li> </ul>	
<b>A frame:</b> <ul style="list-style-type: none"> <li>■ Indicates the context of the sequence diagram.</li> </ul>	

Ejemplo:



Algunos detalles del ejemplo anterior:

- Se refiere al proceso de crear, cancelar o cambiar una cita, todo esto dentro del caso de uso de Make Appointment.
- Los mensajes se denotan por líneas sólidas, en caso de que exista un mensaje de retorno se utiliza una línea punteada.
- Los condicionales se encierran mediante brackets []

En el siguiente ejemplo se da el caso cuando un objeto se envía un mensaje a sí mismo, esto se conoce como self-delegation:

sd Make Lunch Use Case

