| Ex No: 6	
Date : 06/09/2021	**SEQUENCE DIAGRAM**
Video Link:	

OBJECTIVE

Sequence diagrams demonstrate the behavior of objects in a use case by describing the objects and the messages they pass. The diagrams are read left to right and descending. The example below shows an object of class 1 start the behavior by sending a message to an object of class 2. Messages pass between the different objects until the object of class 1 receives the final message.

DESCRIPTION

In a Sequence diagram, classes and actors are listed as columns with vertical lifelines indicating the lifetime of the object over time.
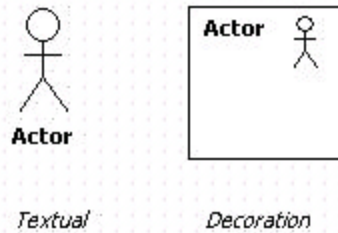
Object

Objects are instances of classes, and are arranged horizontally. The pictorial representation for an object is a class (a rectangle) with the name prefixed by the object name (optional) and a semi-colon.
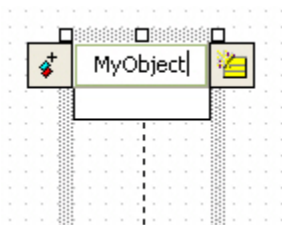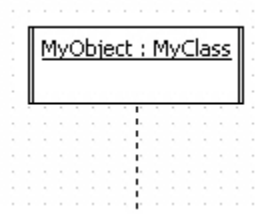

Actor

Actors can also communicate with objects, so they too can be listed as a column. An Actor is modeled using the ubiquitous symbol, the stick figure.
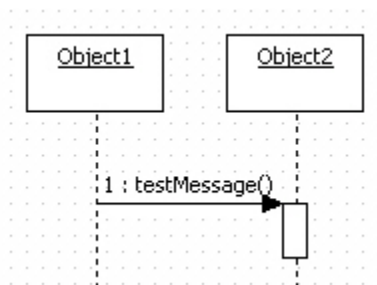
Lifeline

The Lifeline identifies the existence of the object over time. The notation for a Lifeline is a vertical dotted line extending from an object.
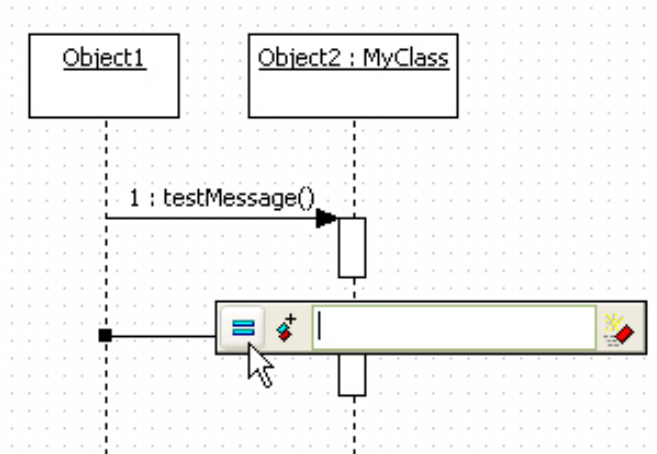

||Activation

Activations, modeled as rectangular boxes on the lifeline, indicate when the object is performing an action.

Message

Messages, modeled as horizontal arrows between Activations, indicate the communications between objects.

ALGORITHM

Step 1: Identify the objects in the diagram according to the system to be drawn.

Step 2: Identify the sequence of transfer of messages between the objects.

Step 3: Determine how the messages are passed between two objects and how other objects respond.

Step 4: Create the sequence diagram based on the information from step 1 and step 2 with the tools provided.

OUTPUT:

PASTE SEQUENCE DIAGRAM OF YOUR APPLICATION HERE

RESULT:

The sequence diagrams used in the Analysis phase of software development to articulate the high level requirements of the system are drawn successfully.