भ्य ५६ में देखान महत्य १%

Sequence Diagram Modeling

why - 971 20

Prof. Kim, Hyeon Soo



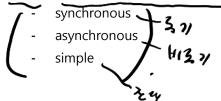
人的为多人生物是生态的 **Sequence Diagram** ≫ 유스케이스의 각 task를 수행하기 위하여(객체들이 메시지를 교환하는 순서를 나타냄 ールるとうろ - Elements of sequence diagram »(객체: 클래스의 인<u>스턴</u>스 ✓ 박스 안에 클래스 이름,/객체 식별자를 명시하고 밑줄 »(액터)~ 125cm 내가, 숙박하고 X(MV) ✓ 유스케이스 다이어그램의 막대 인간 심볼 » CHAN MAR ZŽ M3n ZŽ - ex) System. 6ut. pristle () z. ✓ 액터에서 객체로, 객체에서 객체로 이동하는 화살표로 표시 योग यन्त्र यमाय - Class यमा. object he we used missions incl

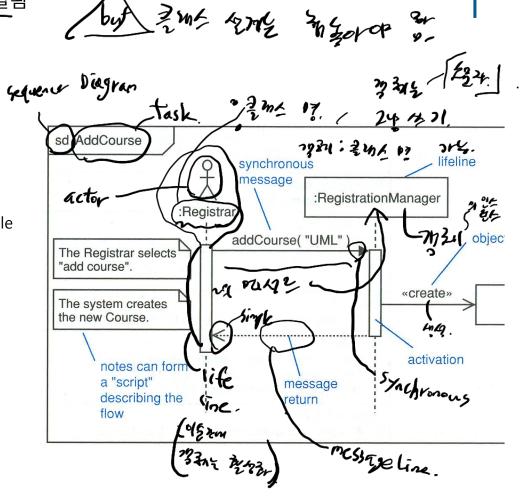
-) orz urne zu sequence Diagram

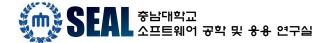
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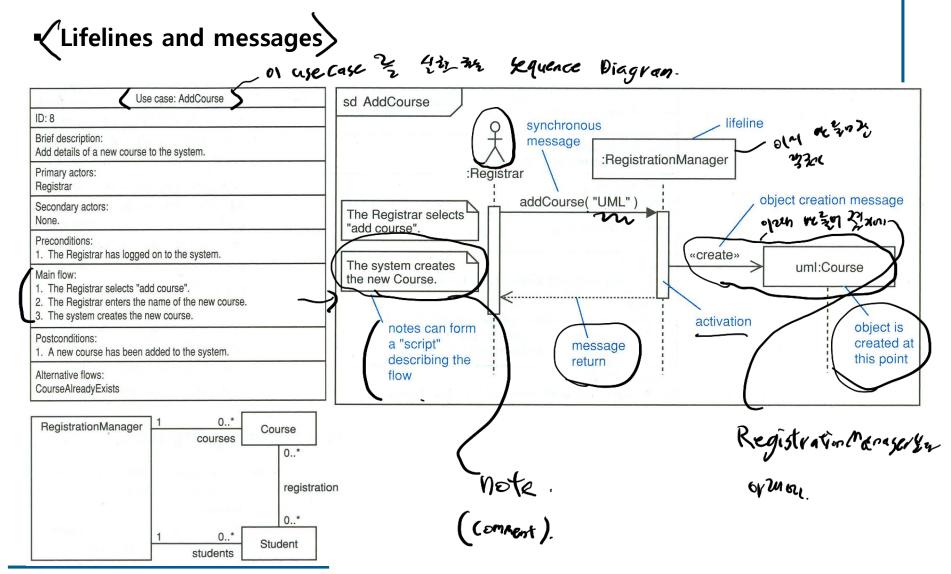


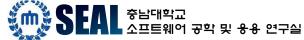
- रीय याष्ट्र १५ व्युमाध्य स्थ
- ≫ horizontal axis : 객체가 수평으로 정렬됨
 - ✓ a set of objects
 - ✓ actor: leftmost position
- ≫ vertical axis
 - ✓ time ticking: 시간의 흐름
 - ✓ lifeline: objects execution during the sequence (sent, received, activation)
 - ✓ activation: represented as a thin rectangle
- » horizontal message line
 - √ communication between the objects
 - ✓ arrow: specifies a type of the message



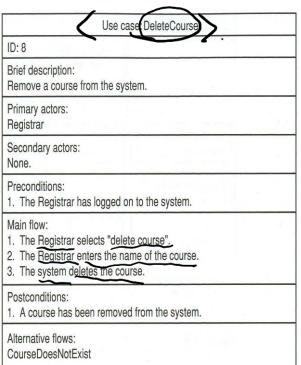


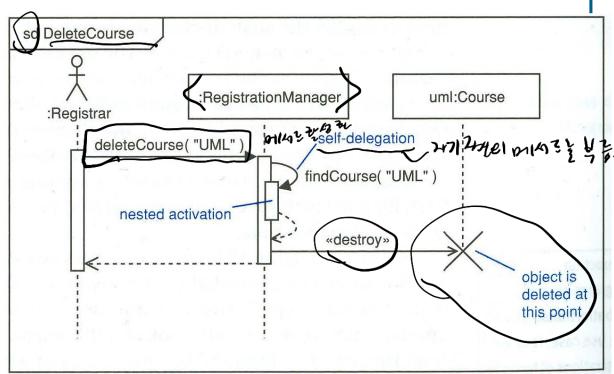




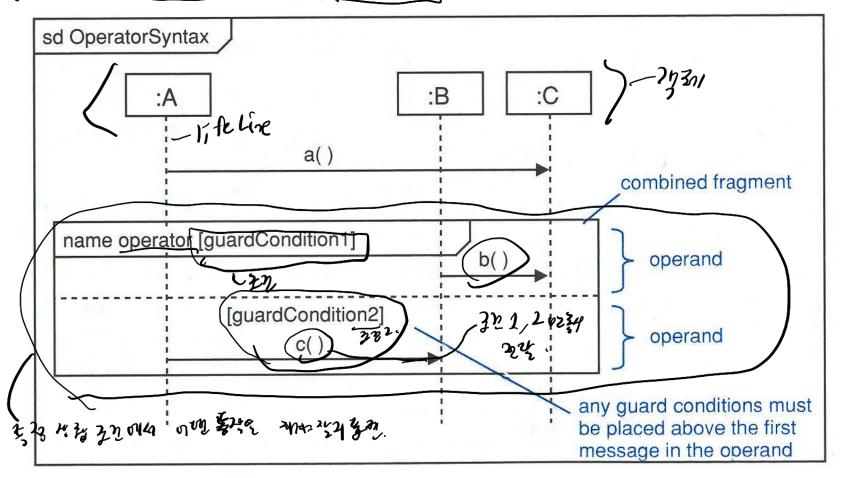


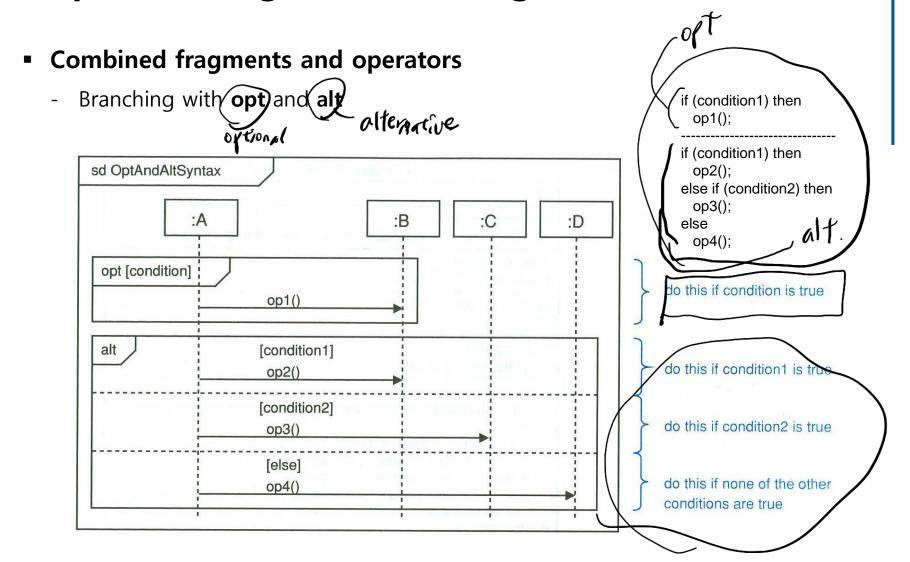
Lifelines and messages



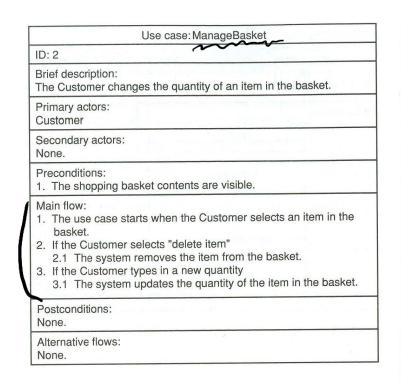


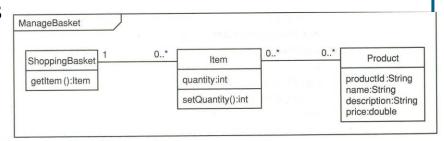
Combined fragments and operators

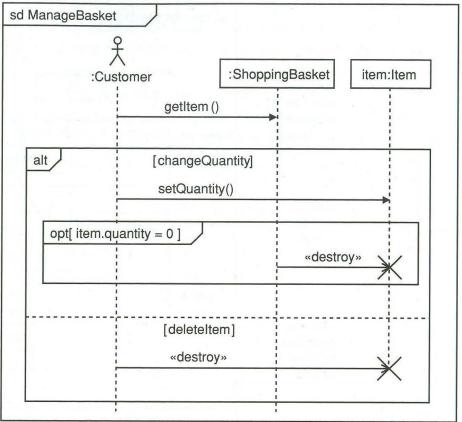


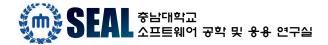


- Combined fragments and operators
 - Branching with opt and alt 🔼 ችዷላሁ።
 - ≫ [example] ManageBasket

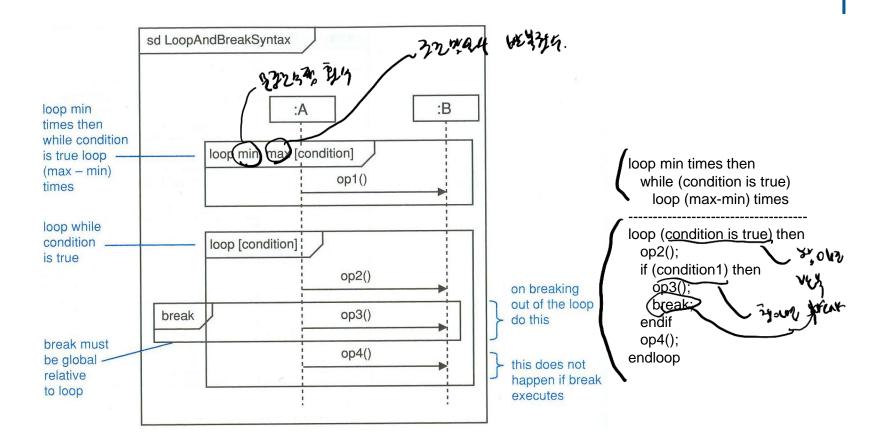








- Combined fragments and operators
 - Iteration with loop and break



- Combined fragments and operators
 - Iteration with **loop** and **break** [example] (다중성을 고려한 경우

