**Sequence Diagram-Design Class Diagram**

**Version 1.1**

**Project Management App**

**Team A**

**CSC-355**

**Spring 2016**



02/08/2016

Author: Jennifer Li – Project Leader and Tyler Mariano – System Designer

Submitted To: Dr. Joo Tan

**TABLE OF CONTENTS**

Revision History…………………………………………………………………………………..ii

1.0 Introduction……..….....…………………………….…...…………………………….……....1

2.0 Sequence Diagram……………….……………………………………………………………1

2.1 Sequence Diagram Notation……………....……………………………………..….1-2

2.2 Diagram Drawings………………………………………………………………….3-4

3.0 Design Class Diagram…………………………………………………………………………5

3.1 Design Class Diagram Notation…………………………………………………….5-6

3.2 Diagram Drawings…………………………………………………………………..7-8

**REVISION HISTORY**

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Author | Description | Date |
| 1.0 | Jennifer Li | I created the first draft. | 01/31/16 |
|  |  | Added the Introduction in section 1. | 02/01/16 |
|  |  | Added Sequence Diagram section 2. | 02/02/16 |
| 1.1 |  | Added Sequence Diagram section 2.1 and notation chart. | 02/03/16 |
|  | Diagrams created by Tyler Mariano | Added the Diagrams in section 2.2.  Added Introduction for section 3 | 02/04/16 |
|  | Diagrams created by Tyler Mariano | Added the Diagrams in section 3.2. | 02/05/16 |
|  |  | Added Introduction for section 3.1 | 02/06/16 |

**1.0 INTRODUCTION**

This document contains two types of UML diagrams, the sequence diagram and design class diagram. These diagrams are used to describe the characteristics and behavior of objects in a presented scenario. The sequence diagram generally describes the interaction of an illustrated scenario. While, the design class diagram defines the objects and relations in the system. Both of these diagrams will be explained and illustrated in detail in the paragraphs below.

**2.0 SEQUENCE DIAGRAM**

Sequence diagram is a visual representation of how groups of objects collaborate. In the basic sense, sequence diagrams captures the behavior of a single scenario. The diagram will map the order, of how messages logically interact between the actor and the system, with in the specific use case. Order is the key component in this diagram, it maps the use case’s sequence of operation from the beginning to the end.

**2.1 Sequence Diagram Notation**

This section explains the notation used in sequence diagrams. In a sequence Diagram, a stick figure is used to represent the actor that has a specific role. A rectangular box that contains “:Controller”, represents the control object of system; that will route the passed in parameters to the appropriate objects. The rectangular box that contains “:View”, represents the view or boundary object; that will collaborate with the database. The other rectangular boxes that contain “:Object 1” and “:Object 2”, are problem domain objects that represent classes within the system.

The diagram also contains two types of arrowed lines that shows the input and output between the actor and the system. The first arrowed line is a solid arrowed line pointing to the system, representing the sent input message from the actor. The second arrowed line is a dashed lined arrow pointing to the actor, representing the output message sent from the system.

Last but not least, system sequence diagrams has two types of life lines. The first is a dashed vertical line, a life line or a duration that represents the session in which the interactions take place. The second is a long vertical rectangular box, activation life line that represents the life time of a logical function that take place within an object from beginning to end.

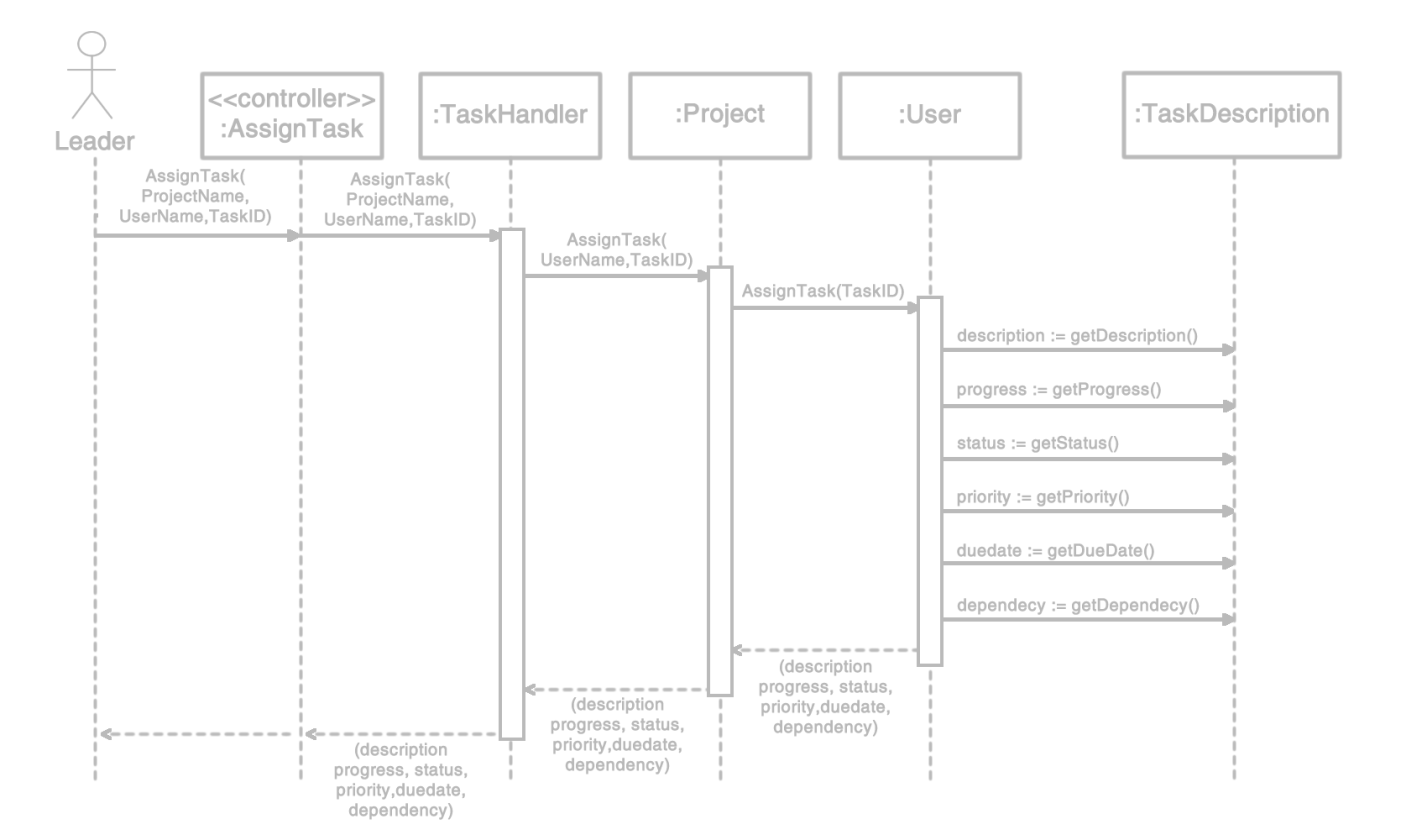
The sequence diagram notation and definitions are displayed below in Figure 2.1.

|  |  |
| --- | --- |
| Notation | Definition |
|  | **Actor** |
|  | **Controller Object <<controller>>** |
|  | **View or Boundary Object <<View>>** |
|  | **Problem Domain Objects <<entity>>** |
|  | **Input Arrow** |
|  | **Output Arrow** |
|  | **Life Line or Duration** |
|  | **Activation Life Line** |

**Figure 2.1** Chart containing sequence diagram notation and definitions.

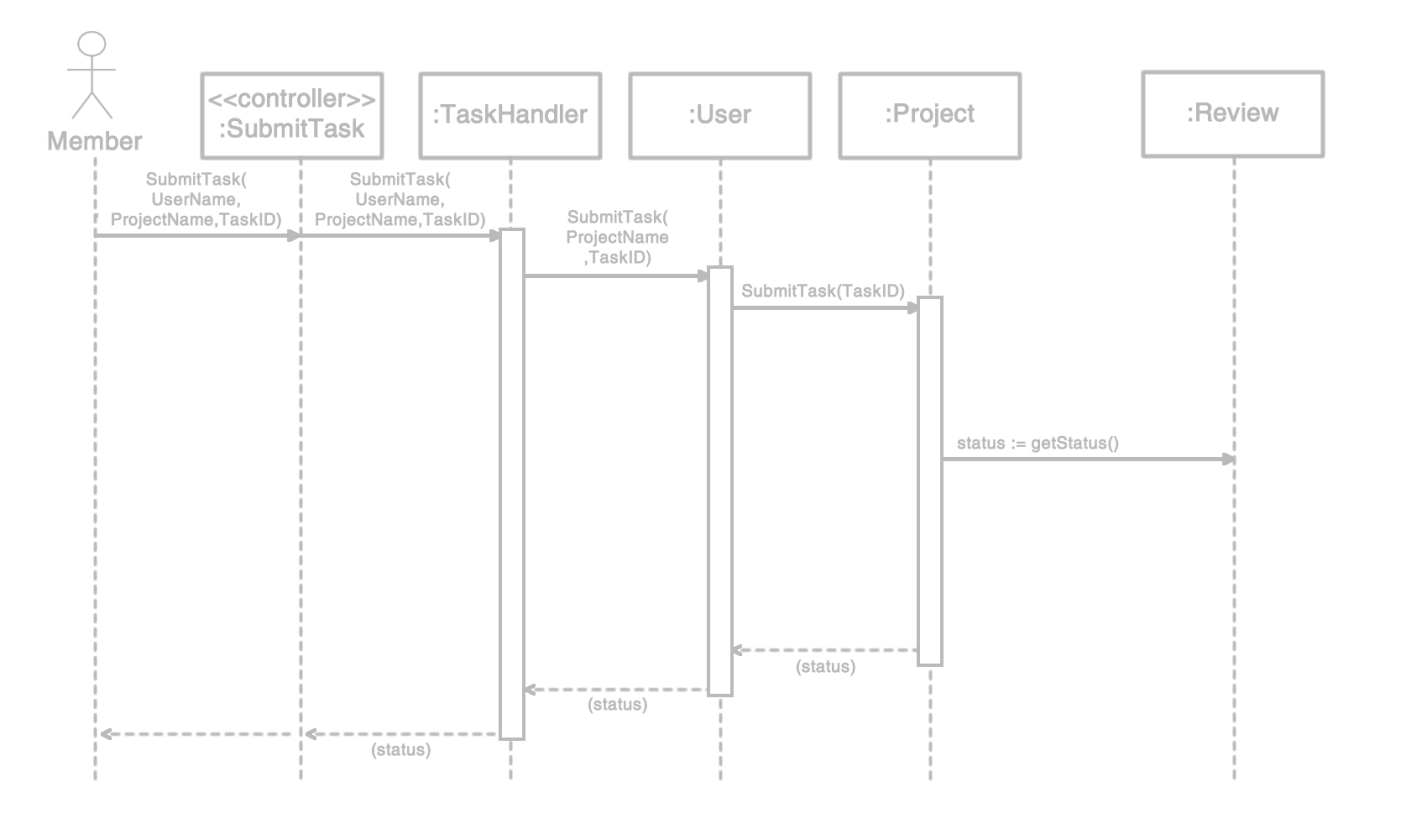
**2.2 Diagram Drawings**

The sequence diagram displayed below is the interaction of how the project leader assigns a task to a member.



**Figure 2.2** Sequence Diagram using Attribute notation.

The sequence diagram displayed below is the interaction of how the project member submits a task to the project leader for review.



**Figure 2.3** Sequence Diagram using Attribute notation.

**3.0 DESIGN CLASS DIAGRAM**

Design class diagrams describe the types of objects in the system with various kinds of relationships. The design class diagram also shows the properties and operations of a class with its constraints. Relationships in this diagram are generally static while in sequence diagrams the relationships are dynamic. UML has two ways to illustrate design class diagrams, association and attribute notation. Both of these notations will be explained and illustrated in detail in the paragraphs below.

**3.1** **Design Class Diagram Notation**

This section explains the notations used in design class diagrams. In both notations of the design class diagrams, rectangular boxes are used to represent classes. These classes are broken down into three sections. The first section is filled by the class name. The second section is filled by a list of the class’s attributes. The last section is filled with a list of the class’s methods. In the attribute and method list section of the class; both the attribute and association notation have documentation for being visible.

There are 4 types of documentation for visibility. The first is the “ + ”, used to represent the attribute or method visibility to be public. Second, the “ - ”, is used to represent the visibility of private which cannot be directly accessed by the user. Third, “ # ”, is used to represent the visibility of protected for that attribute or method. Last, but not least is “ ~ ”, which represent the default setting of the attribute or method.

The design class diagram also contains arrowed lines; these lines shows the connection between classes. Along with the multiplicity notation, viewers will be able to understand the relationship between connected classes. Multiplicity is placed depending on what notation is being used. In attribute notation, the multiplicity is placed in the attribute list section of the class. In the association notation, the multiplicity is placed on the arrowed lines that connects the classes.

Multiplicity’s meaning varies for each relationship; they can be the same or totally different. The use of “ 1 ”, is used to denote exactly one of the attribute. The “ \* ”, is used to denote a value of many. The usage of “ 0..1 ”, is used to denote the attribute could be optional. Lastly, “ m..n ”, is used to denote the attribute to a specific numerical value.

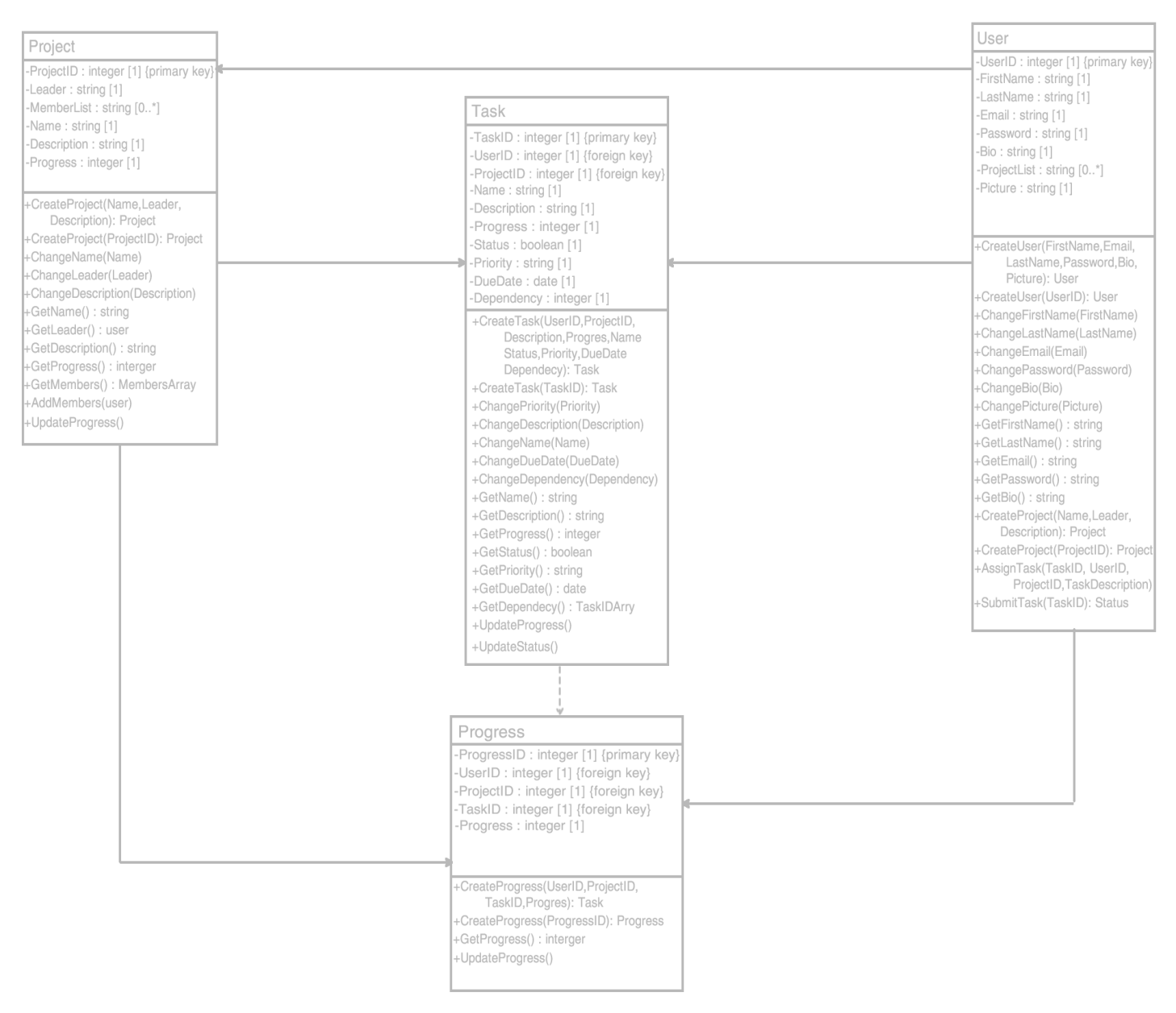
The design class diagram notations and definitions are displayed below in Figure 3.1.

|  |  |
| --- | --- |
| Notation | Definition |
|  | **Class** |
|  | **Association Arrow** |
| Visibility | |
| + | **Public** |
| - | **Private** |
| # | **Protected** |
| ~ | **Package (default setting)** |
| Multiplicity | |
| 1 | **Exactly One** |
| \* | **Many (zero or one)** |
| 0..1 | **Optional (zero or one)** |
| m..n | **Numerically Specific** |
| Attribute Notation | |
|  | |
| Association Notation | |
|  | |

**Figure 3.1** Chart containing design class diagram notation and definitions.

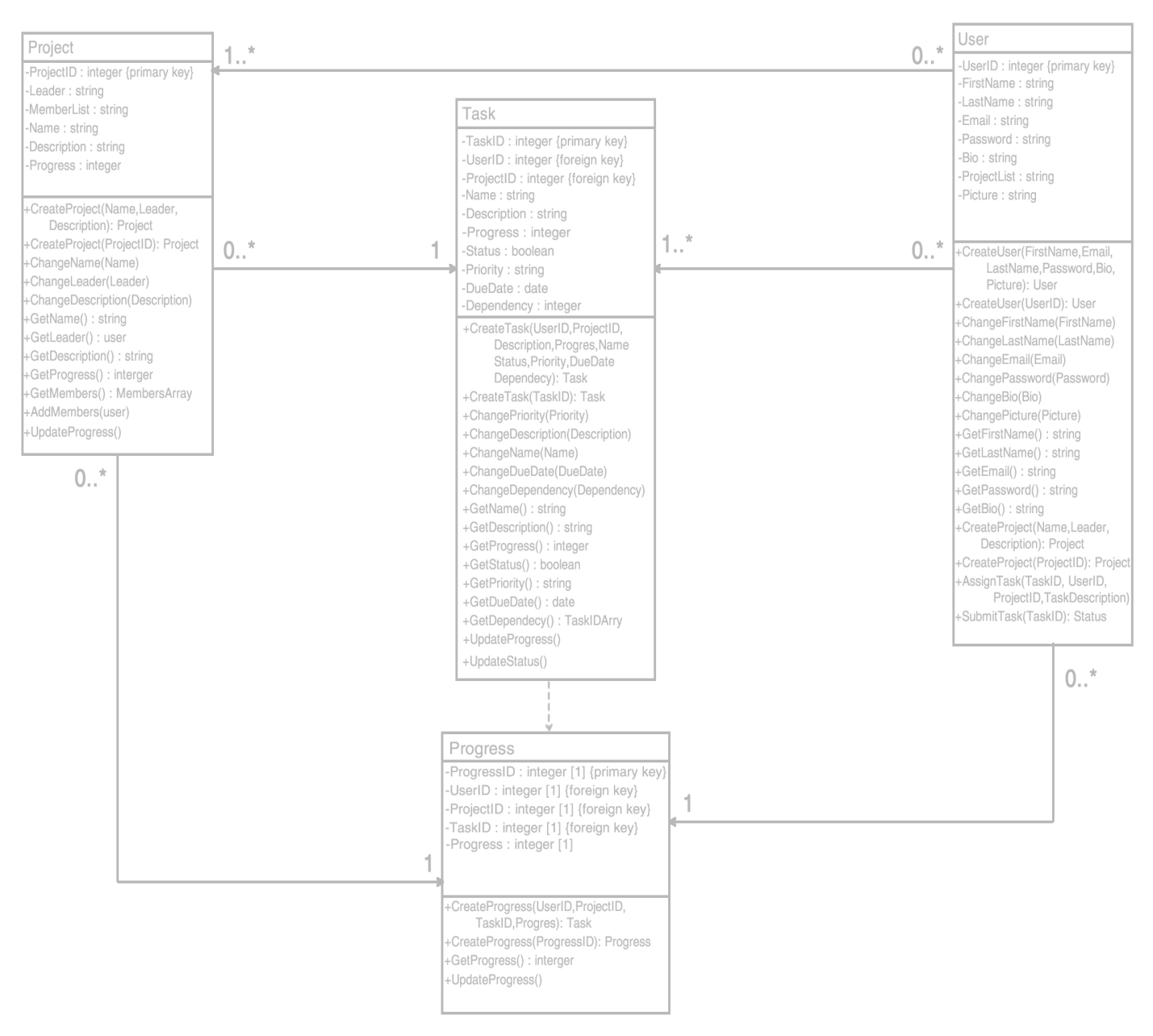
**3.2 Diagram Drawings**

The design class diagram displayed below illustrates the relationships of how the Task class, with its attributes and methods connect to other classes, using attribute notation.



**Figure 3.2** Design Class Diagram using Attribute Notation.

The design class diagram displayed below illustrates the relationships of how the Task class, with its attributes and methods connect to other classes, using association notation.



**Figure 3.3** Design Class Diagram using Association Notation.