

Dr. Michael Eichberg

Software Engineering

Department of Computer Science

Technische Universität Darmstadt

Software Engineering

Modeling Dynamic Behavior

The following slides use material from:

Craig Larman; Applying UML and Patterns, 3rd Edition;

Prentice Hall



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UML

Interaction Diagrams

Two types of diagrams can be distinguished:

- UML Sequence Diagrams
- UML Communication Diagrams



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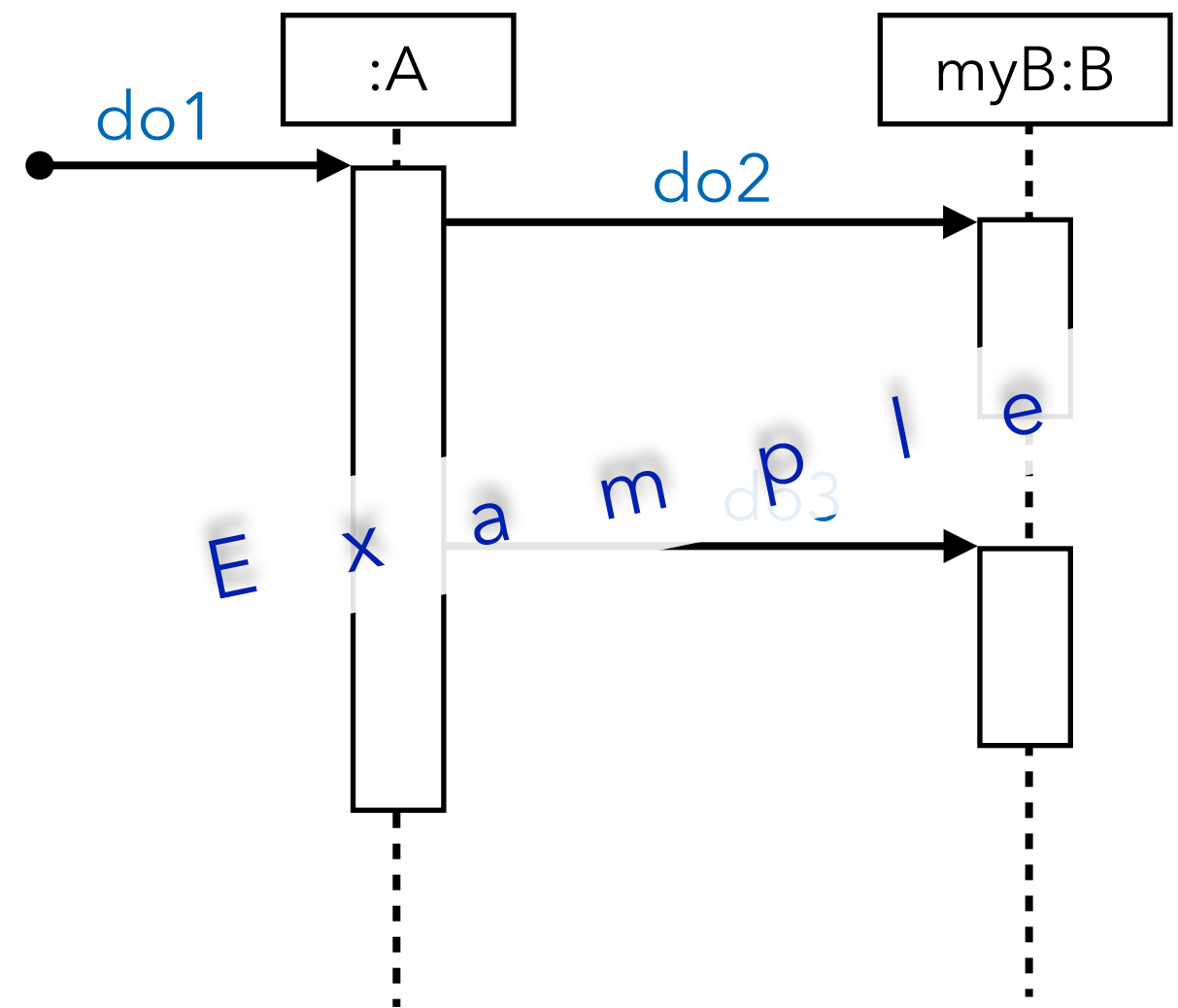
Interaction diagrams are used to **visualize the interaction via messages between objects**; they are used for *dynamic object modeling*.



Modeling the dynamic behavior is often more rewarding w.r.t. understanding the domain than modeling the static structure.

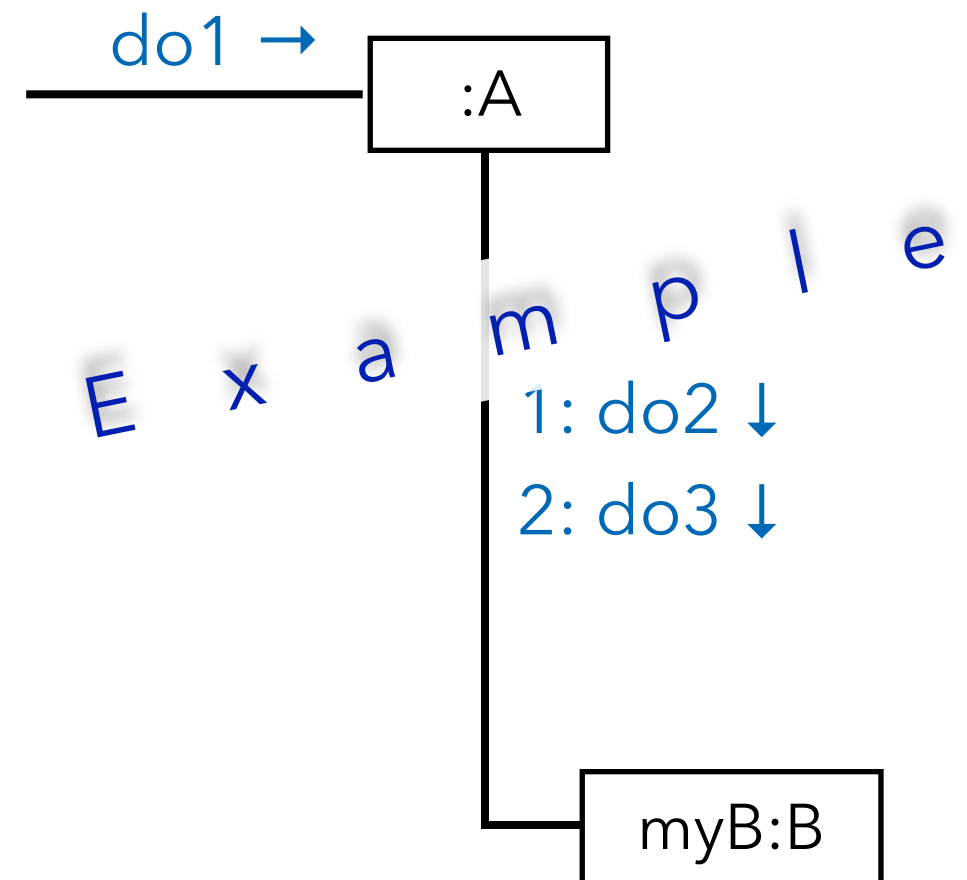
Four types of interaction diagrams are available.

- **Sequence diagrams**
(which use a fence format.)
- Communication diagrams
(which use a graph or network format)
- Timing diagrams
(not discussed)
- Interaction overview diagrams
(not further discussed)

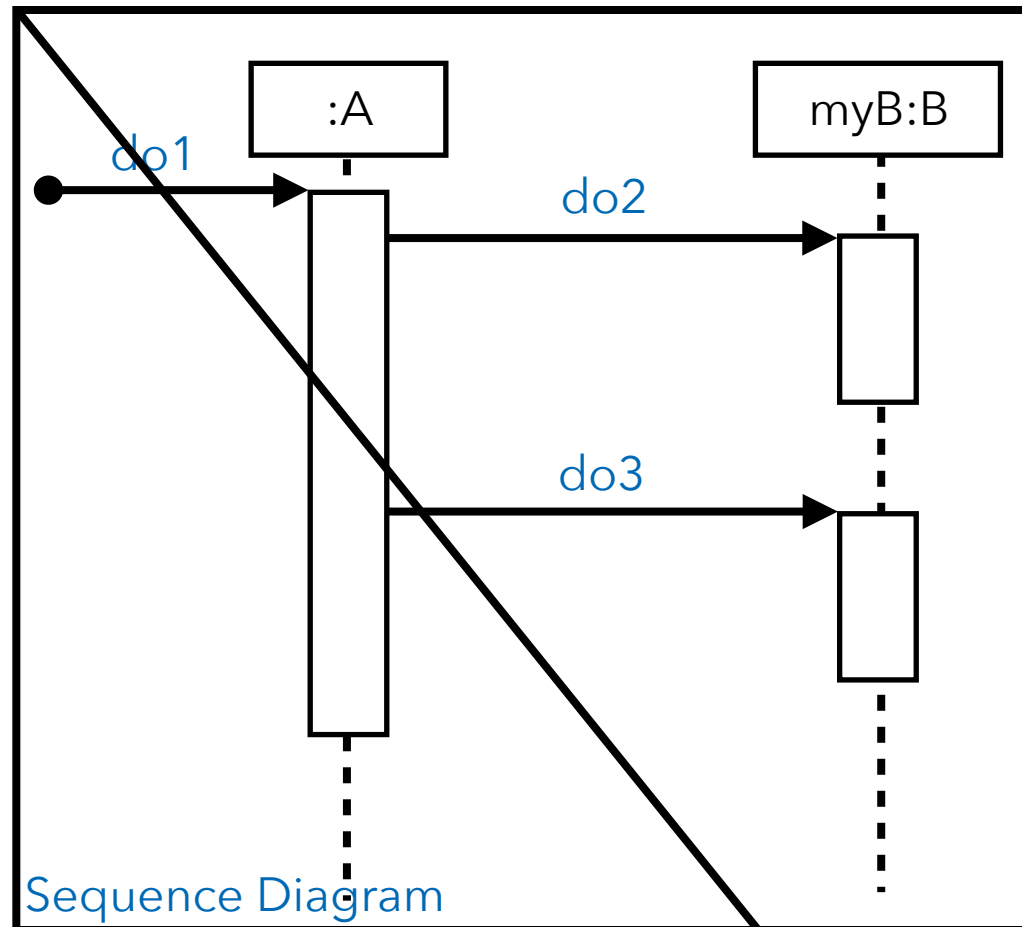


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- **Communication diagrams (which use a graph or network format)**
- Timing diagrams (not further discussed)
- Interaction overview diagrams (not further discussed)



Java Code for Interaction Diagrams



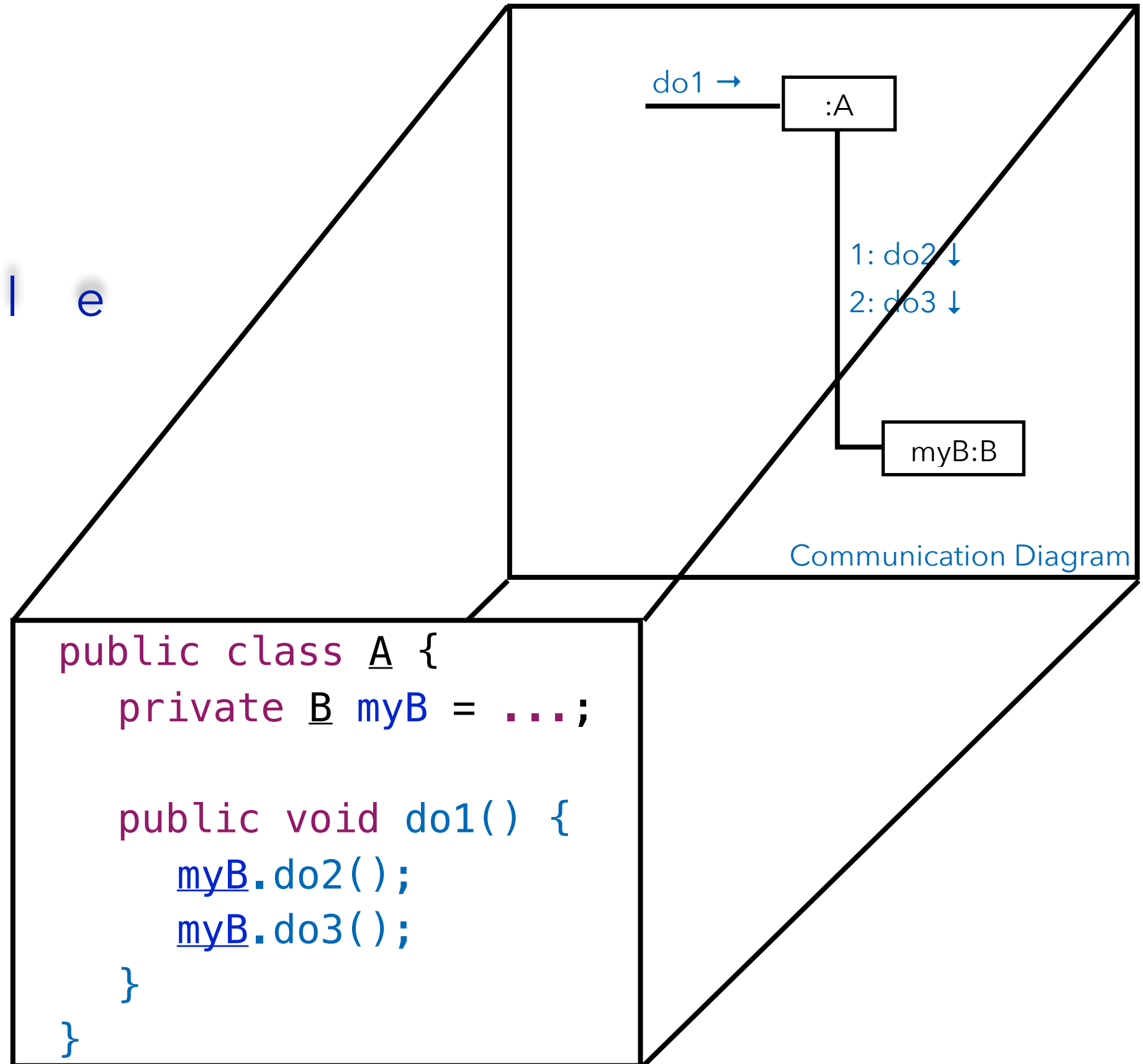
E x a m p l e

```
public class A {
    private B myB = ...;

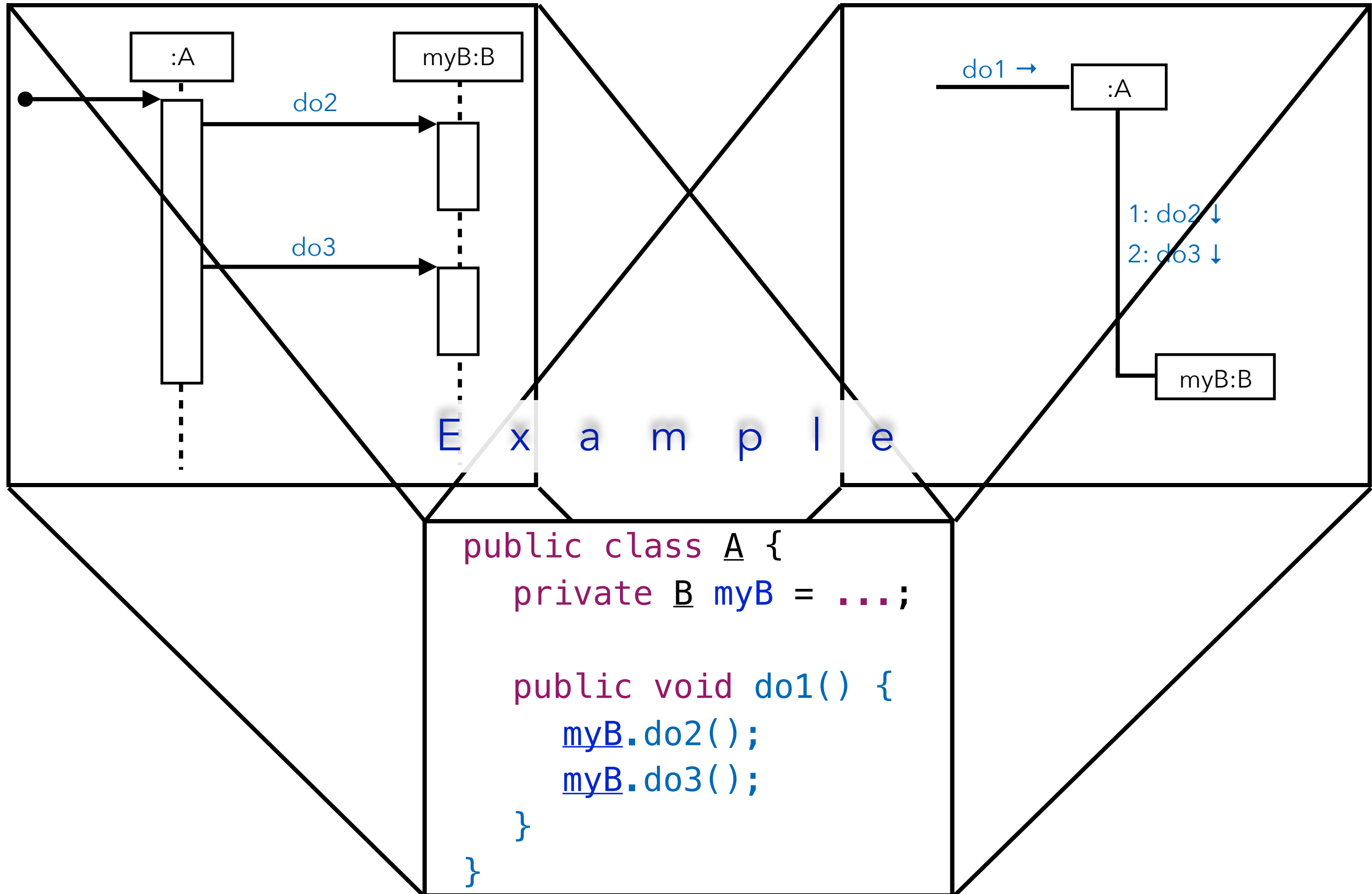
    public void do1() {
        myB.do2();
        myB.do3();
    }
}
```

Java Code for Interaction Diagrams

E x a m p l e



Java Code for Interaction Diagrams



Common Notations for UML Interaction Diagrams



Lifeline box representing an unnamed instance of class Sale.

Common Notations for UML Interaction Diagrams



s1:Sale

A rectangular box with a black border, representing a lifeline in a UML diagram. The text 's1:Sale' is centered inside the box.

Java Code:

A rectangular box with a torn paper edge effect, containing the text 'Java Code:' and a line of Java code.

```
Sale s1 = ...;
```

Lifeline box representing a named instance (s1) of Sale.

Common Notations for UML Interaction Diagrams



«metaclass»
Font

A rectangular box with a black border. Inside, the text «metaclass» is on the top line and Font is on the bottom line.

Java Code:

```
Class<Font> fontClass = Font.class;
```

Lifeline box representing the class Font, or more precisely, that Font is an instance of class Class - an instance of a metaclass.

Common Notations for UML Interaction Diagrams



sales:ArrayList<Sale>

Java Code:

```
ArrayList<Sale> sales = ...;
```

Lifeline box representing an instance of an ArrayList class, parameterized to hold Sale objects.

Common Notations for UML Interaction Diagrams

sales[i]:Sale

Java Code:

```
ArrayList<Sale> sales = ...;  
Sale sale = sales.get(i);
```

Lifeline box representing one instance of class Sale, selected from the sales ArrayList<Sale> collection.

Common Notations for UML Interaction Diagrams - Format for Interaction Messages

- “Commonly” Used Grammar:
return = message(parameter:parameterType):returnType
- Parentheses are usually excluded if there are no parameters.
- Type information may be excluded if unimportant.

```
initialize(code)
```

```
initialize
```

E x a m p l e s

```
d = getProductDescription (id)
```

```
d = getProductDescription (id : ItemId)
```

```
d = getProductDescription (id : ItemId) : ProductDescription
```

The same syntax is used by, e.g., the Scala programming language.

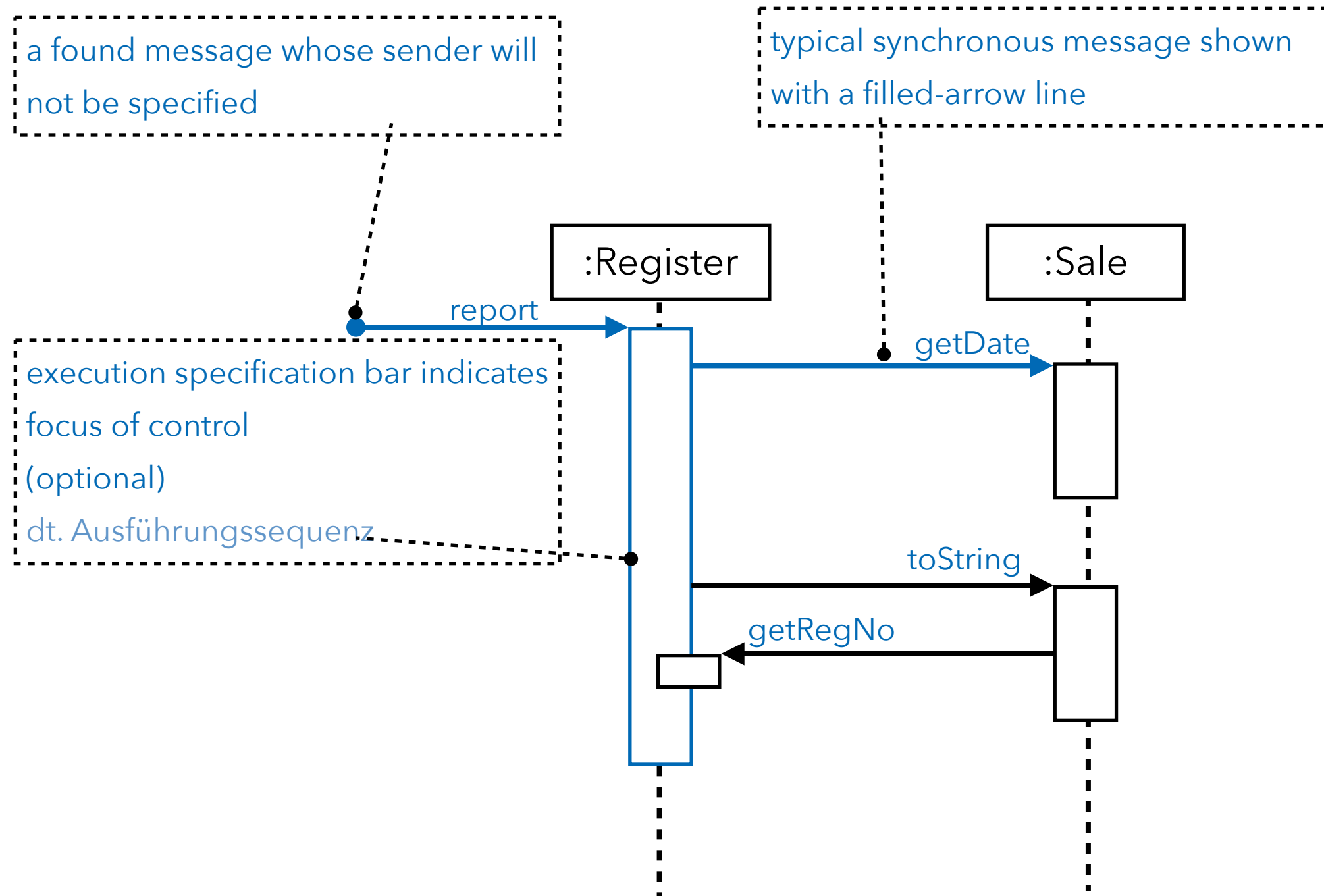
UML

Sequence Diagrams



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Modeling (Synchronous) Messages



Modeling (Synchronous) Messages

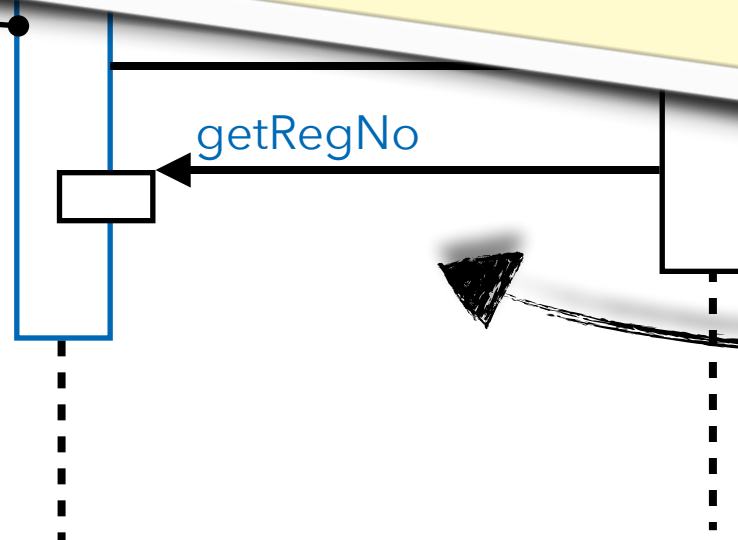
UML Superstructure

If the Message represents a CallAction, there will normally be a reply message from the called Lifeline back to the calling lifeline before the calling lifeline will proceed.

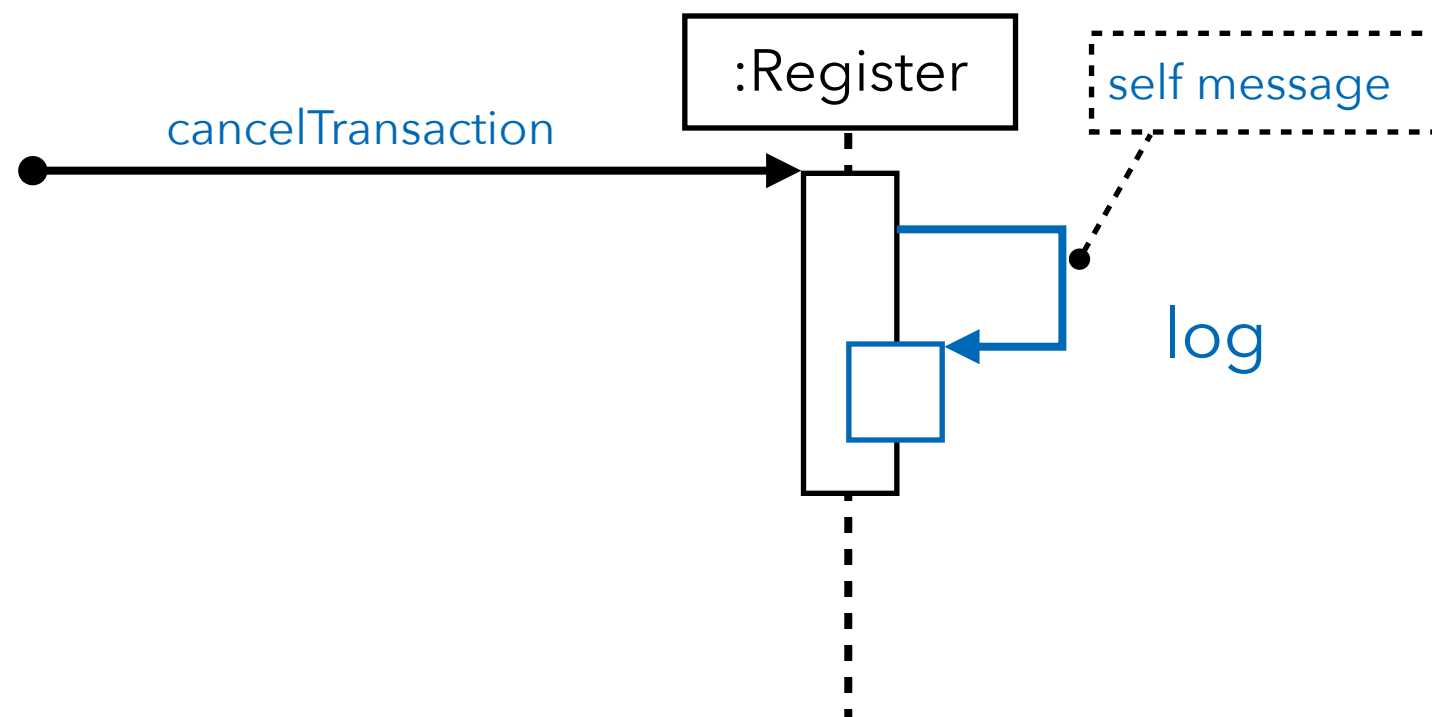
a found message will
not be specified

execution specific
focus of control
(optional)

dt. Ausführungssequenz

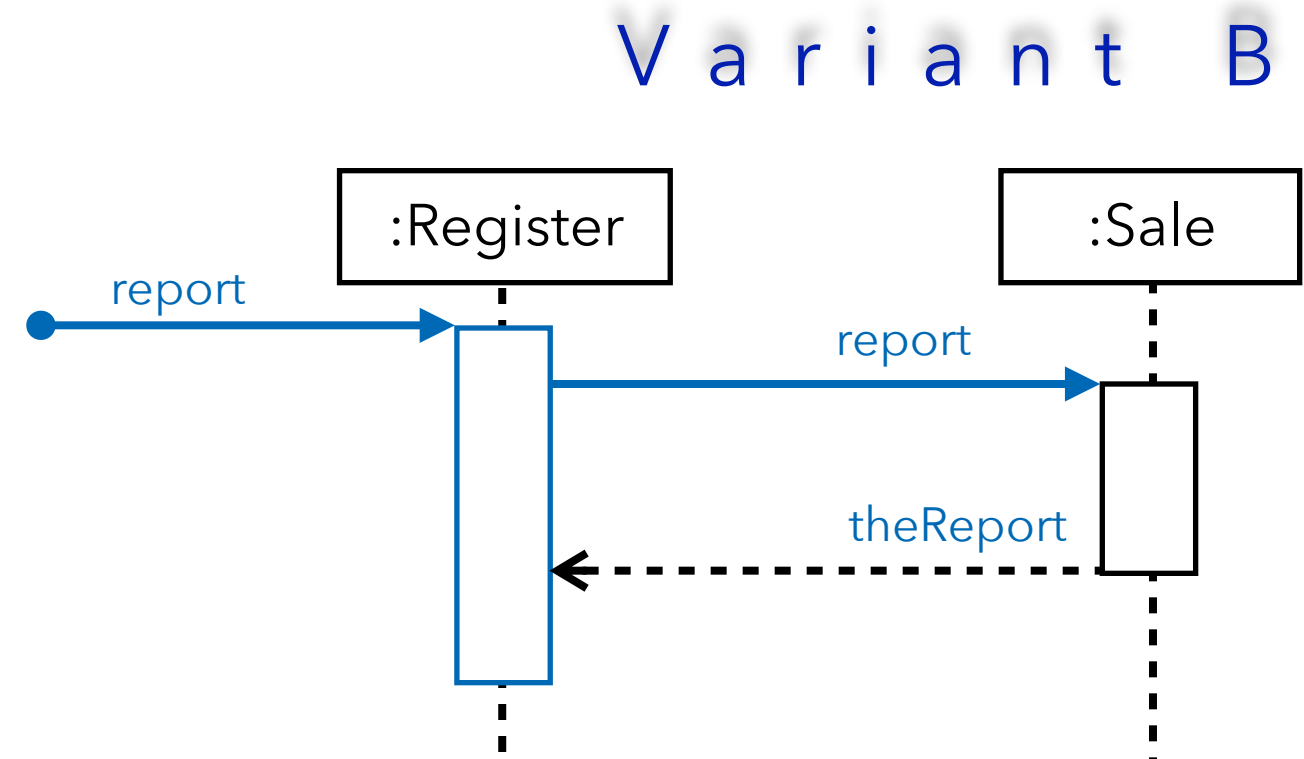
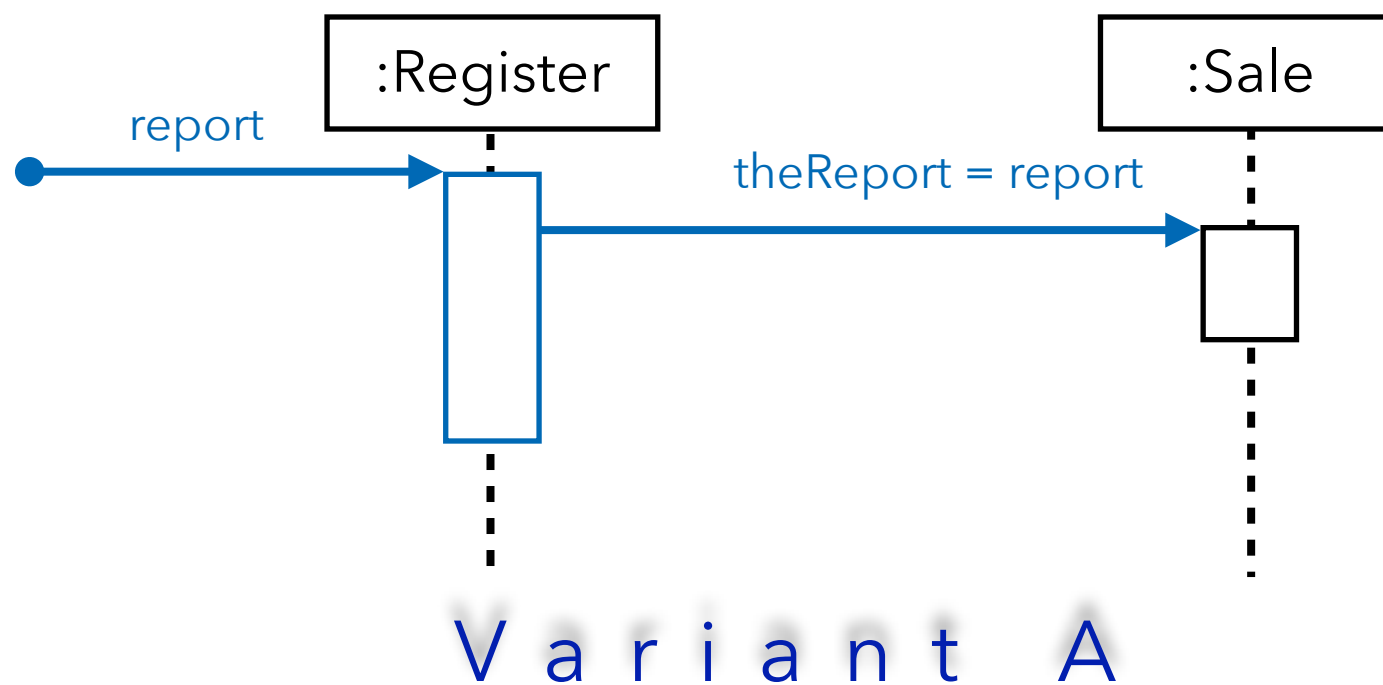


Self messages can be modeled using nested execution specification bars.

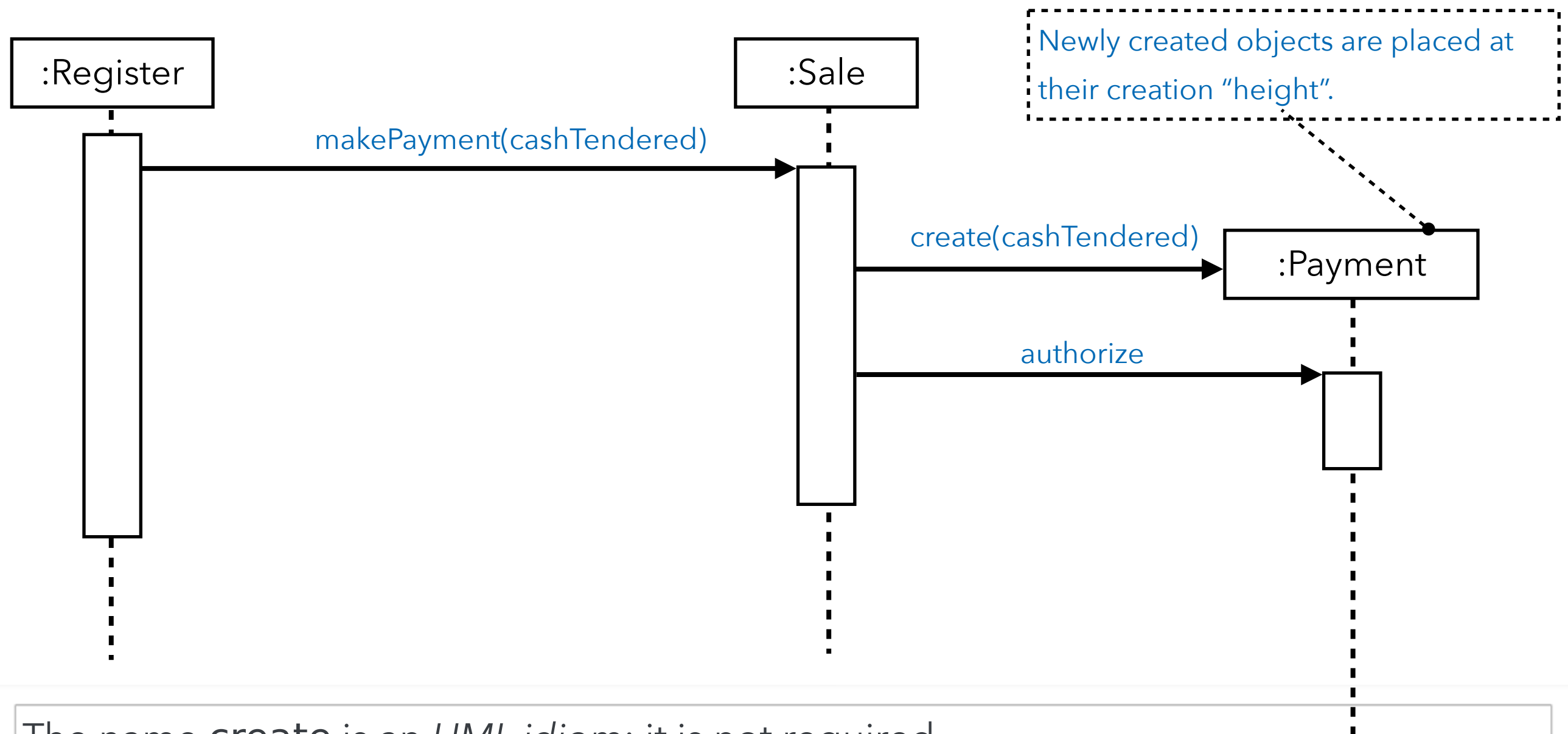


To show the return value of a message you can either use the message syntax (A) or use a message line at the end of an execution specification bar (B).

execution specification bar = dt. Ausführungssequenz

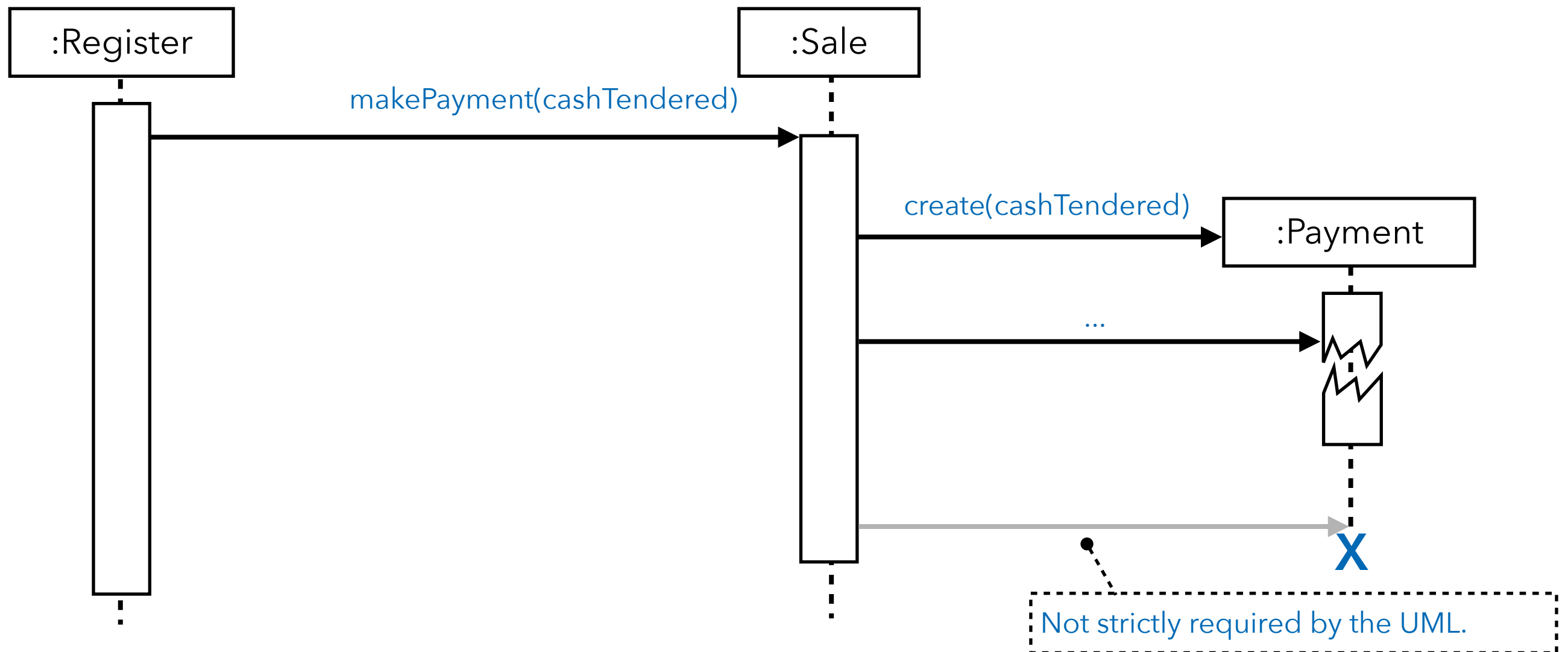


Object Instance Creation



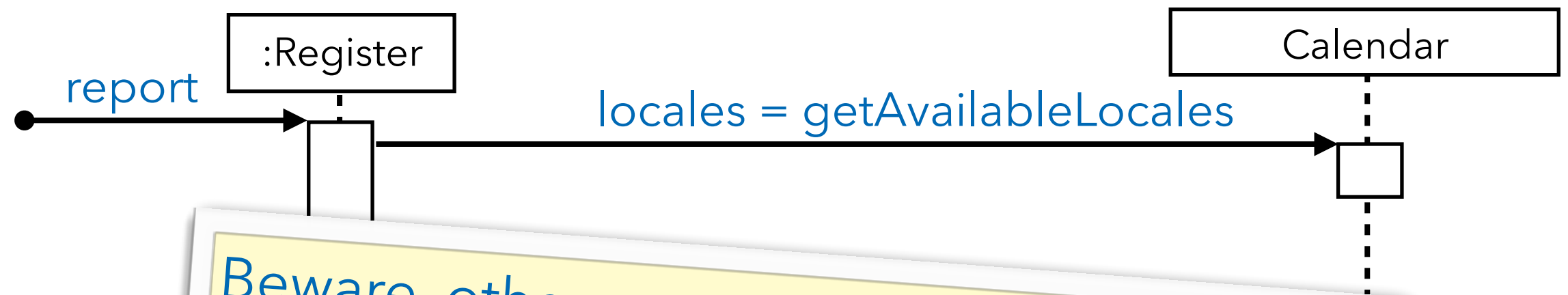
The name `create` is an *UML idiom*; it is not required.

Object Instance Destruction



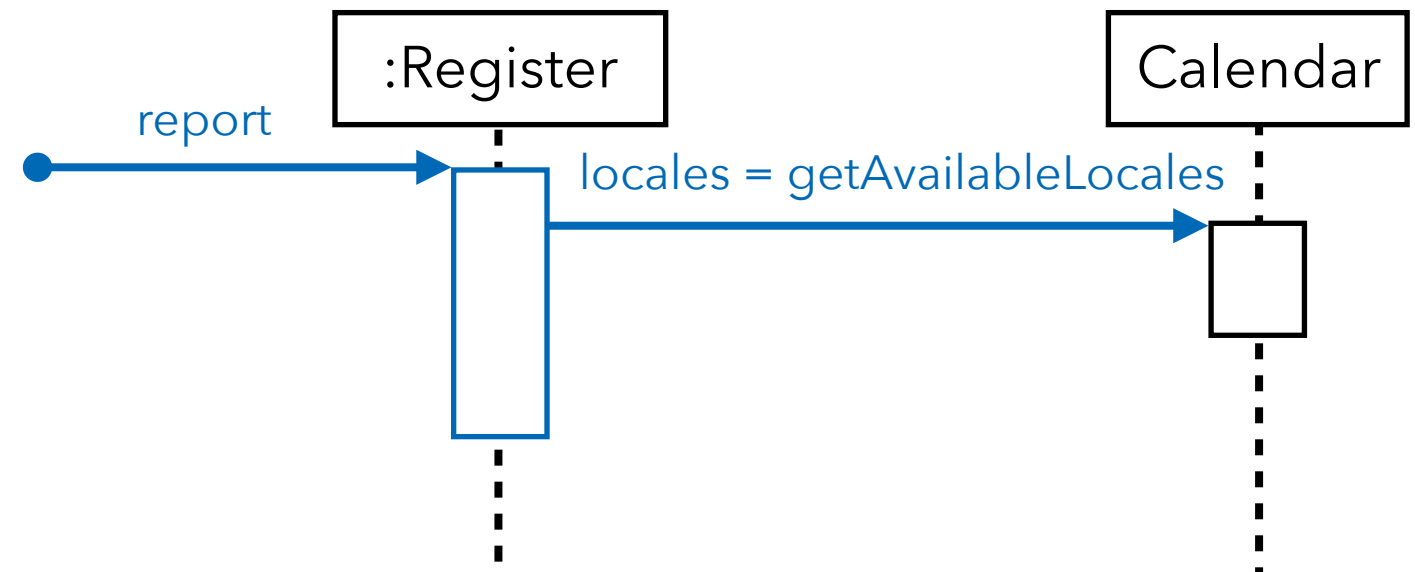
The object destruction notation is also used to mark objects that are no longer usable.

Invoking Static Methods (Class Methods)



Beware, other notations are also used (e.g. underlined method names).

Invoking Static Methods (Class Methods)

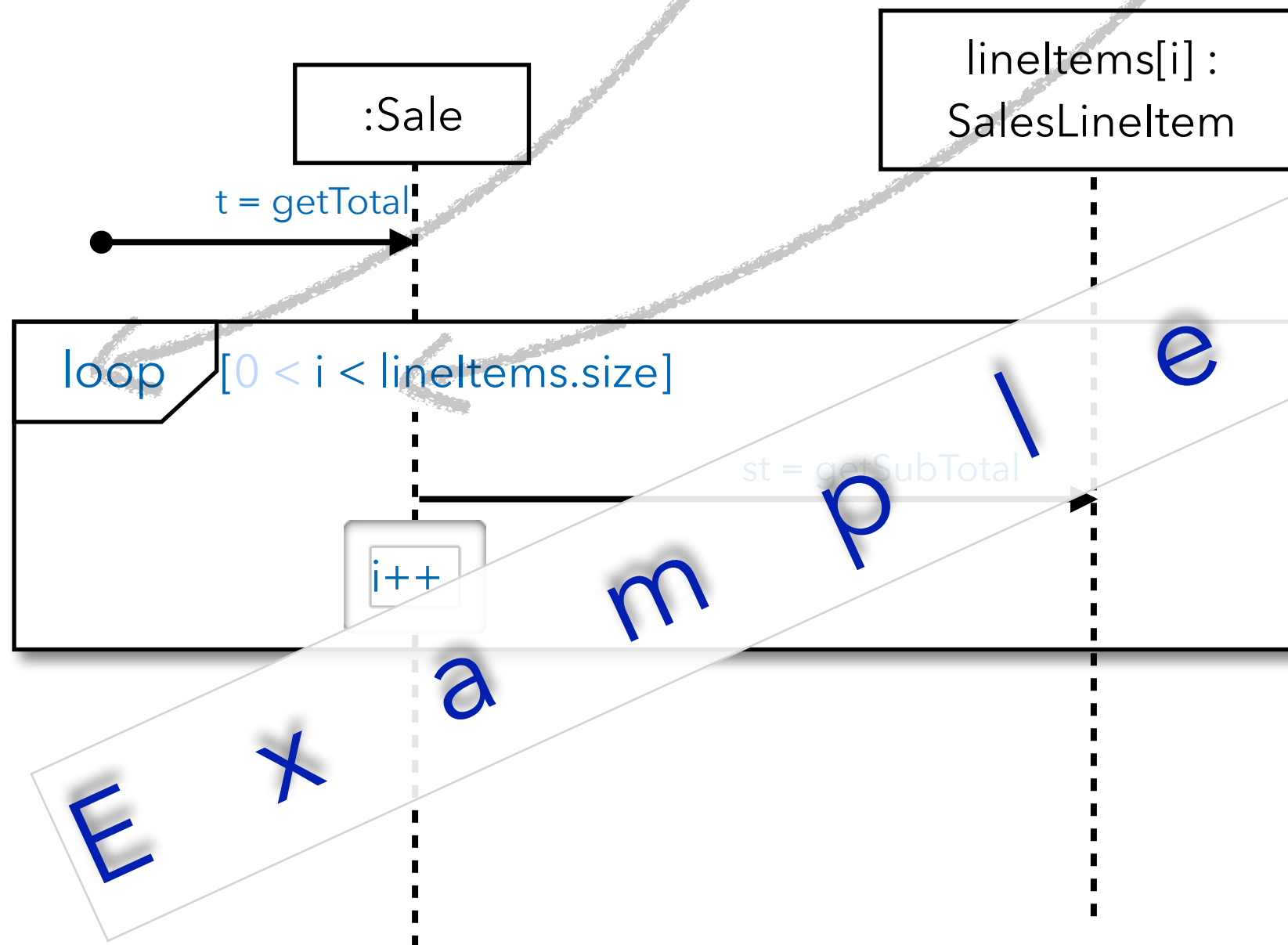


```
public class Register {  
    public void report() {  
        Locale[] locales = Calendar.getAvailableLocales();  
    }  
}
```

Corresponding Java Code

Diagram frames in UML sequence diagrams are used to support - among others - conditional and looping constructs. Frames have an operator and a guard.

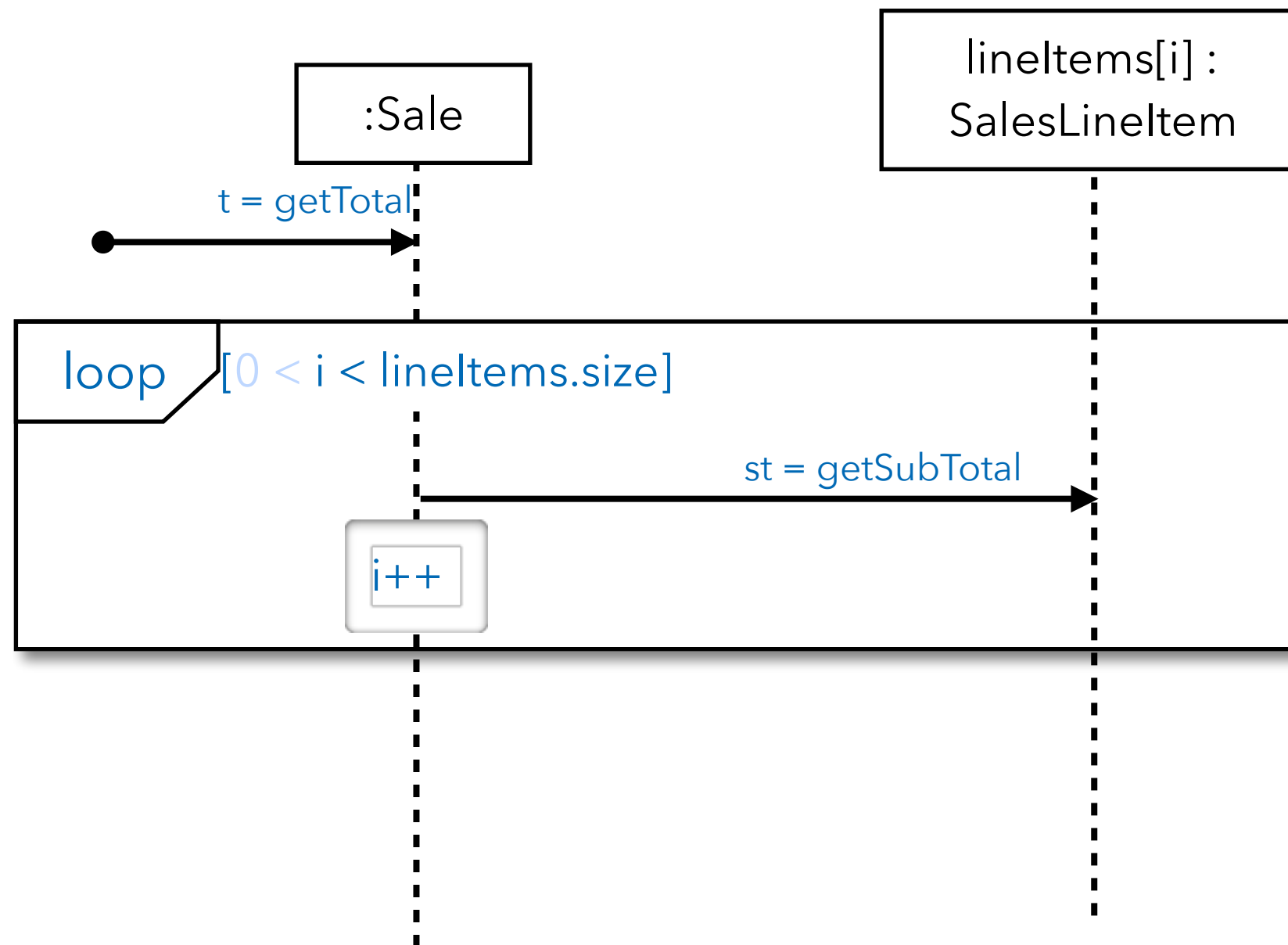
Diagram Frame ~dt. Fragment



How to model the iteration over a collection?

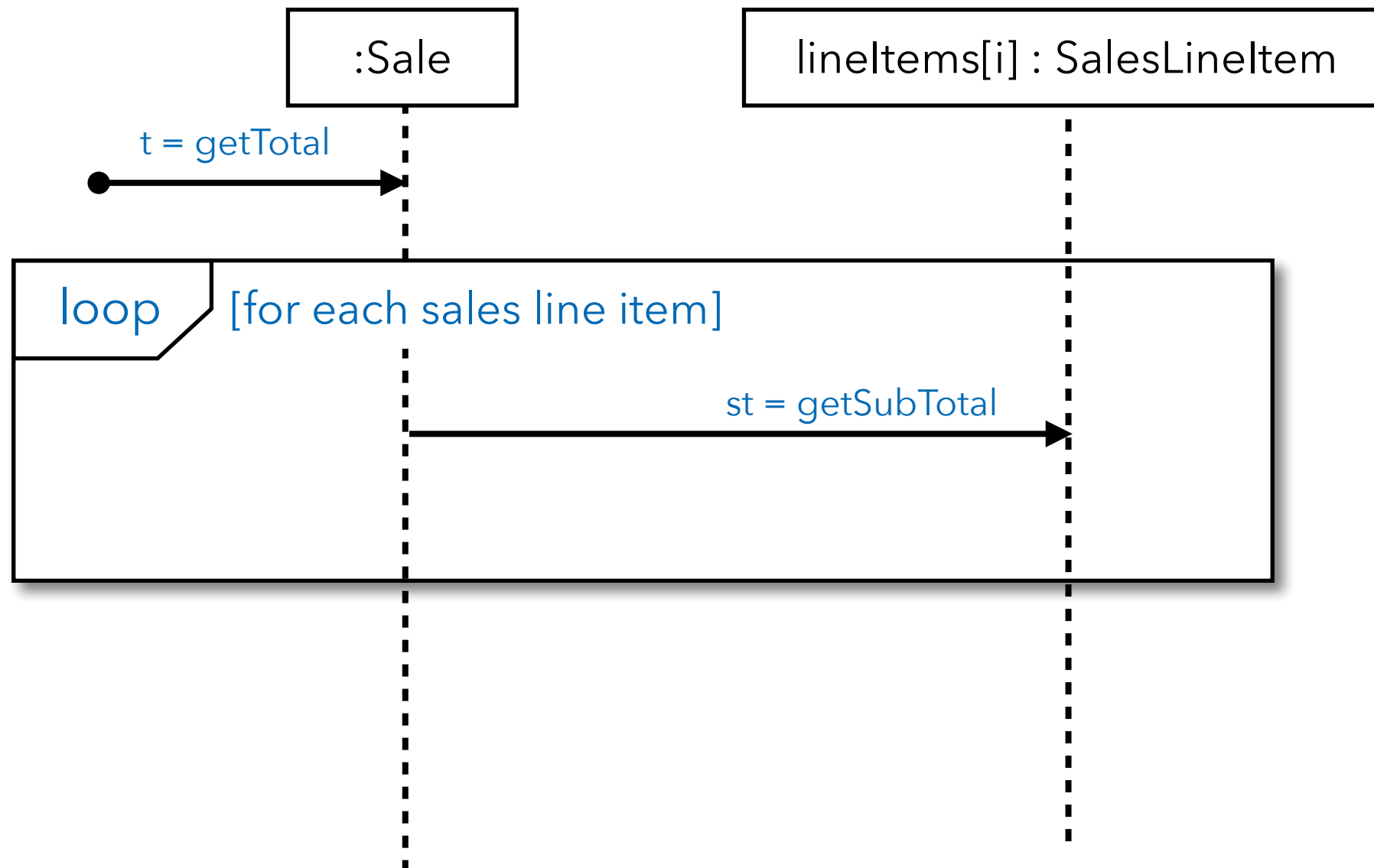
Modeling task: Calculate the total of a sale by summing up the sub totals for each sales line item.

Use a **UML loop frame** to iterate over a collection.



Modeling task: Calculate the total of a sale by summing up the sub totals for each sales line item.

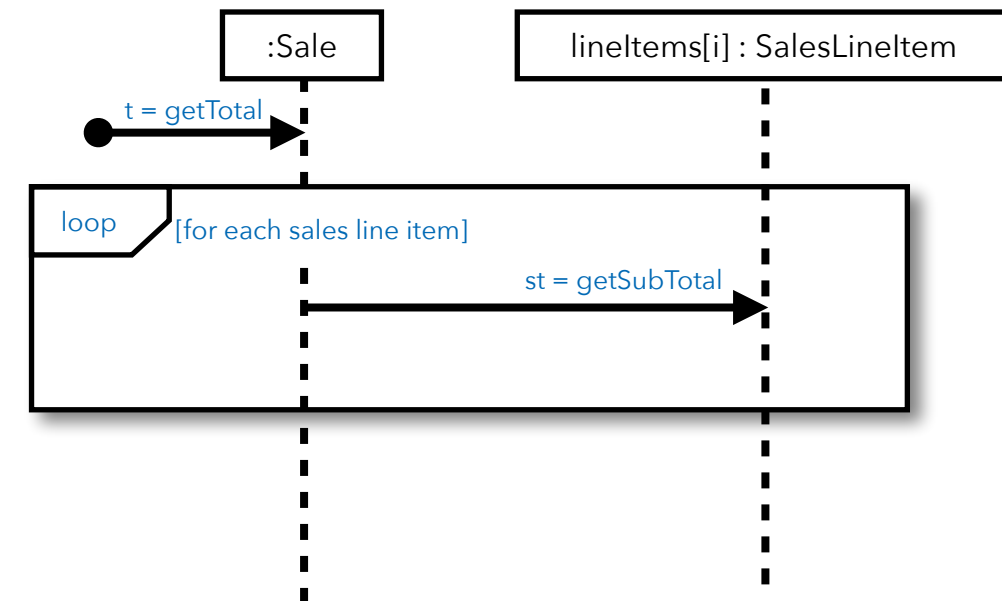
Use a **UML loop frame** to iterate over a collection.



Modeling task: Calculate the total of a sale by summing up the sub totals for each sales line item.

Java code corresponding to a **UML loop frame**.

```
public class Sale {  
  
    private List<SalesLineItem> lineItems  
    = new ArrayList<SalesLineItem>();  
  
    public Money getTotal() {  
        Money t = new Money();  
        Money st = null;  
        for (SalesLineItem lineItem : lineItems) {  
            st = lineItem.getSubtotal();  
            t.add(st);  
        }  
        return t;  
    }  
}
```

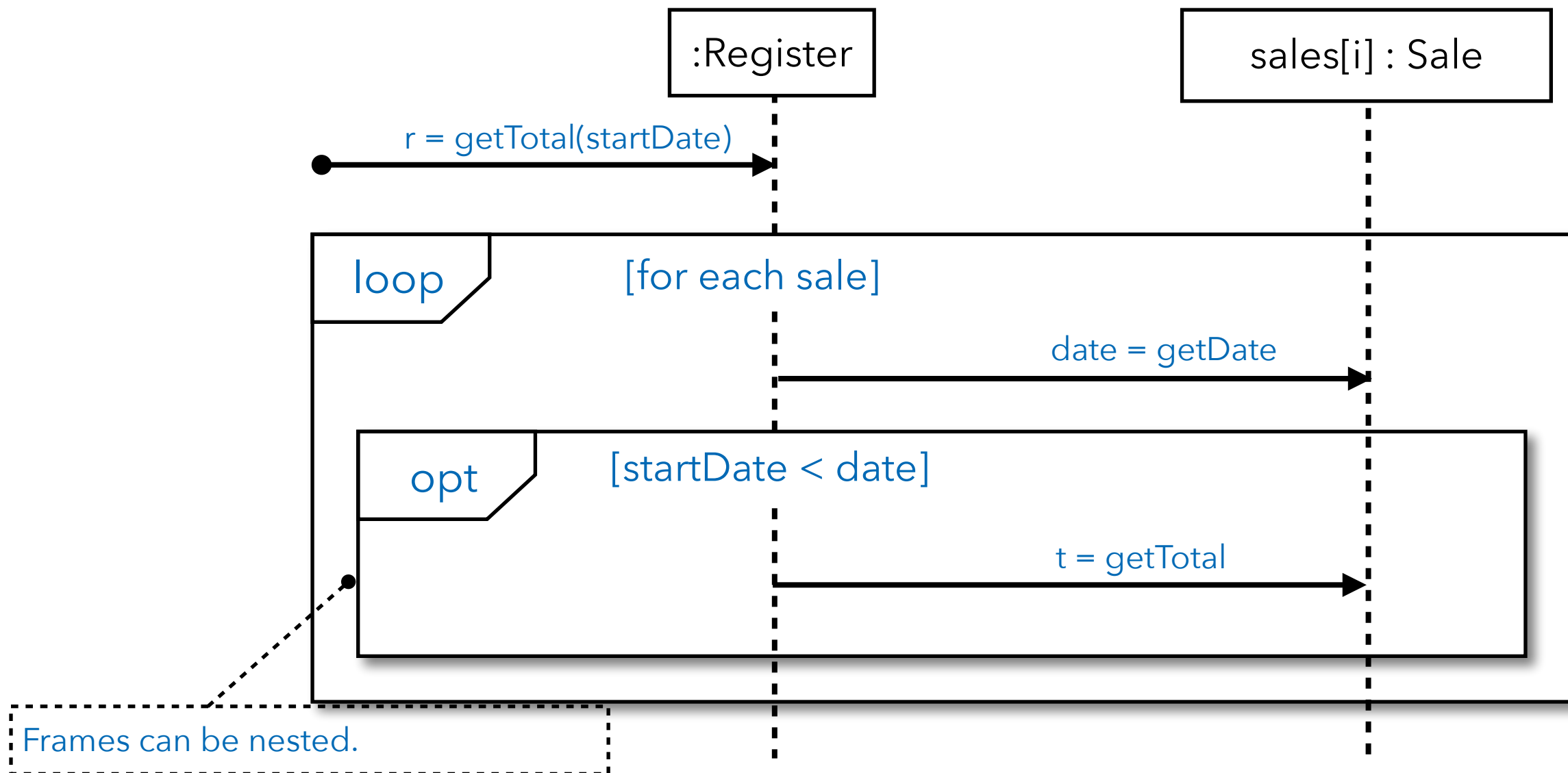


Modeling task: Calculate the total of a sale by summing up the sub totals for each sales line item.

How to model the sending of a message only if a guard condition matches?

Modeling task: Get the sum of all sales that happened today after 18:00 o'clock.

Use a **UML opt frame** to model the sending of a message if the guard condition matches.

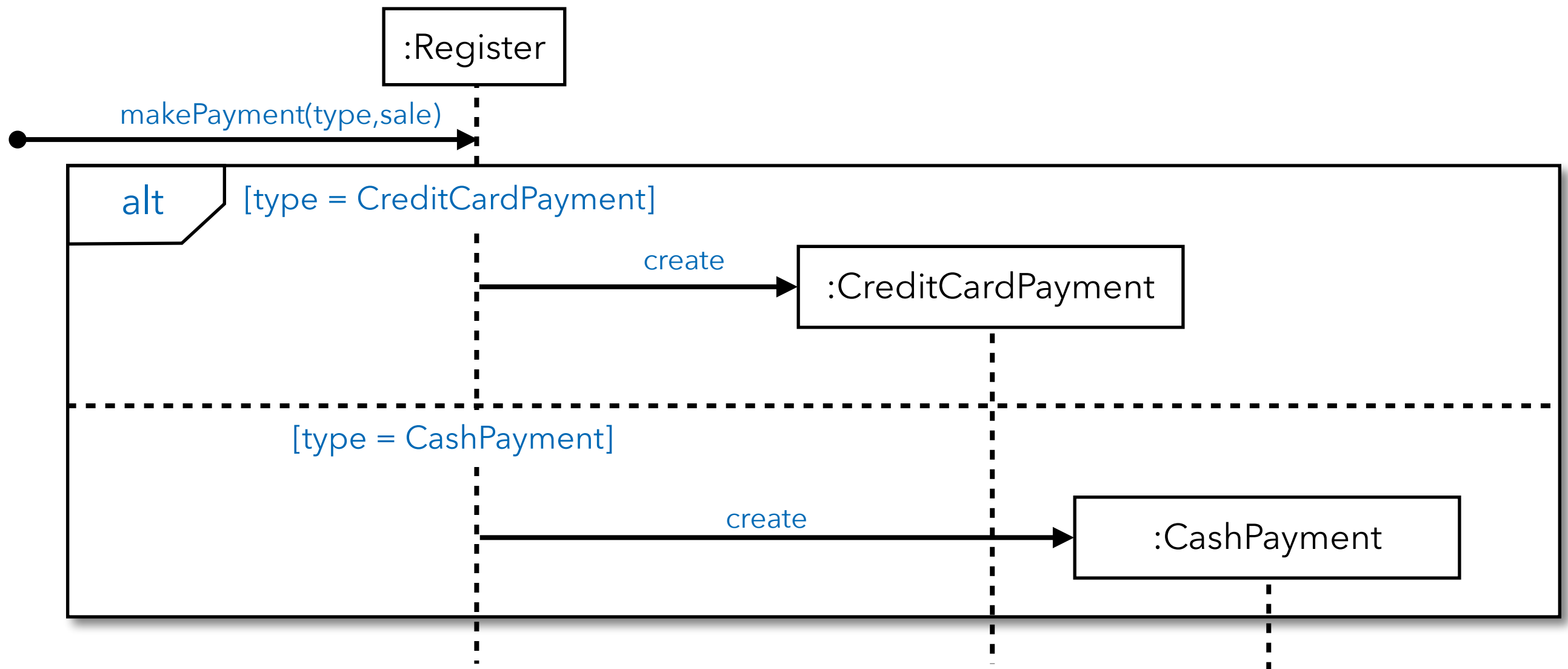


Modeling task: Get the sum of all sales that happened today after 18:00 o'clock.

How to model mutually exclusive alternatives?

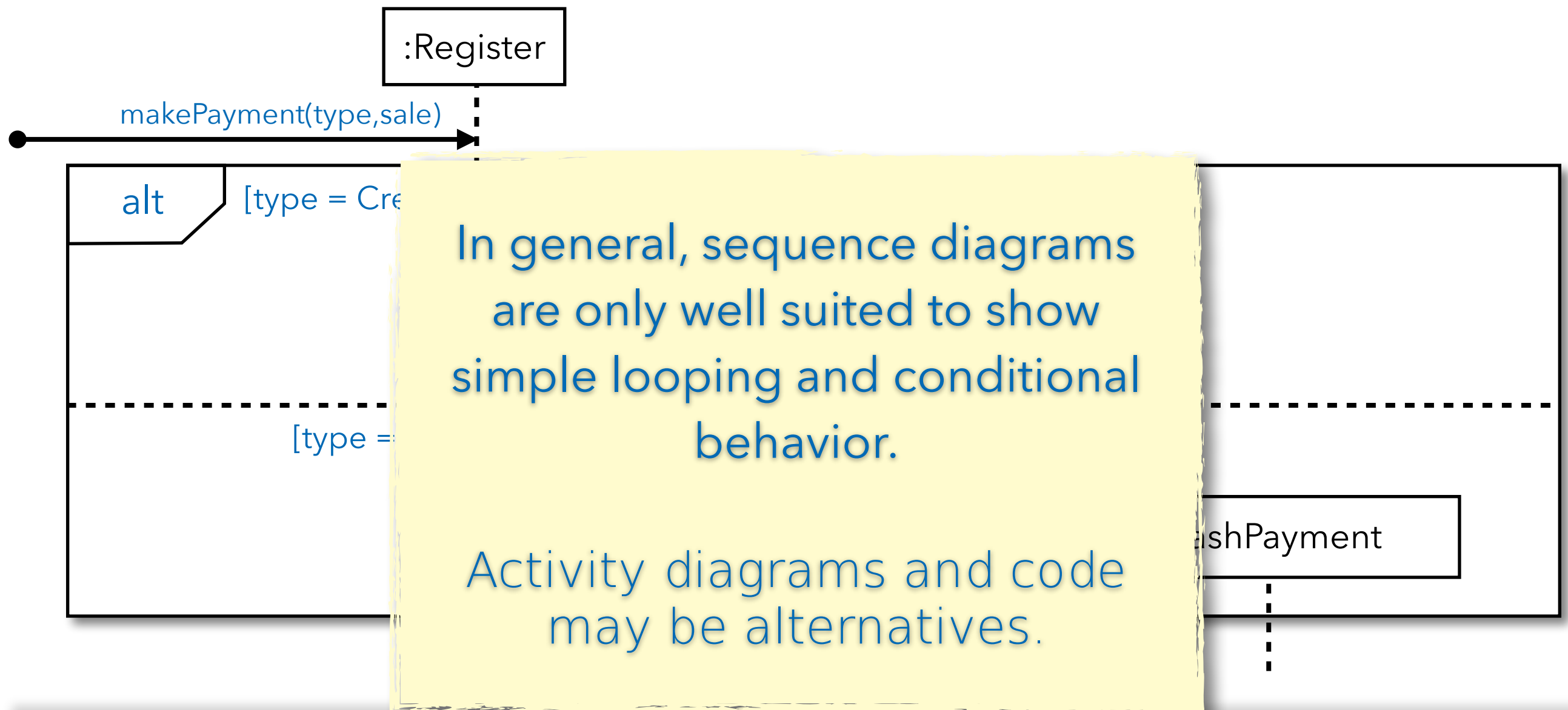
Modeling task: A register should be able to handle credit card payments and cash payments.

Use the **UML alt frame** to model between 2 and n mutually exclusive alternatives.



Modeling task: A register should be able to handle credit card payments and cash payments.

Diagram frames in UML sequence diagrams are used to support - among others - conditional and looping constructs.



Modeling task: A register should be able to handle credit card payments and cash payments.

UML Communication Diagrams



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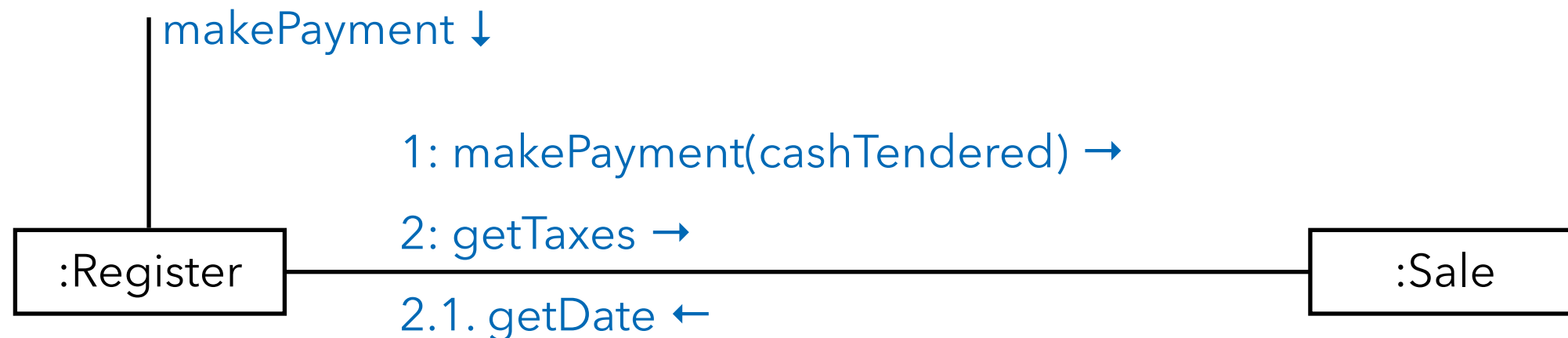
Links and Messages in Communication Diagrams

- A link is a connection path between two objects (it is an instance of an association)

A link indicates that some form of navigation and visibility between the objects is possible.

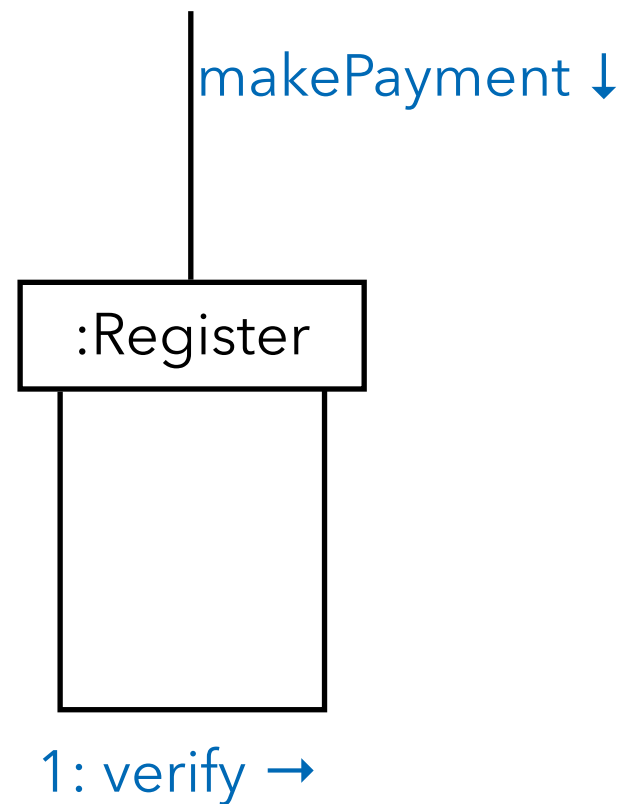
- Each **message** between objects is represented with a message expression and a small arrow indicating the direction of the message

Sequence numbers are added to show the sequential order of messages in the current thread of control; the starting message is often not numbered.

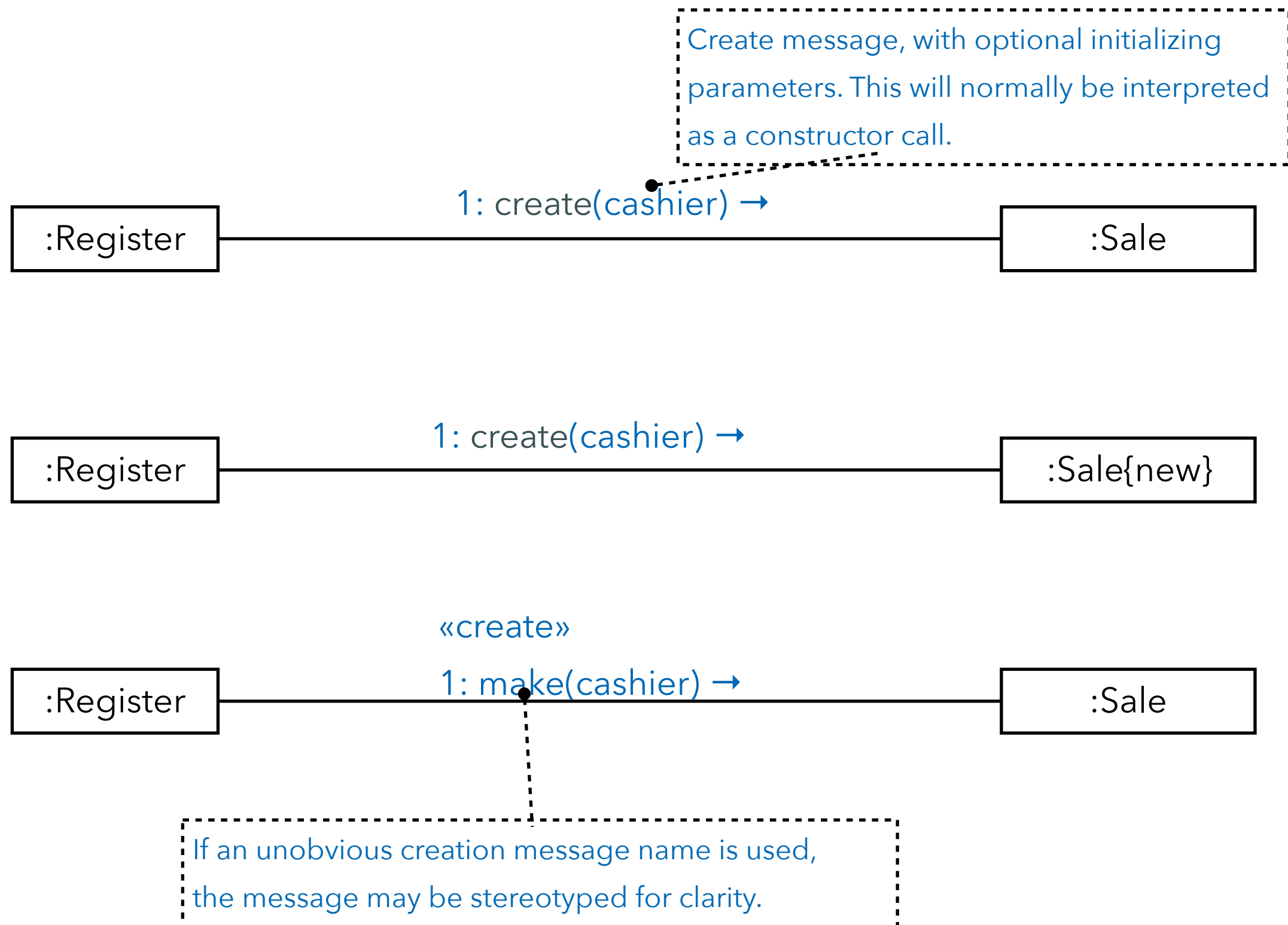


Links and Messages in Communication Diagrams

- Modeling self messages

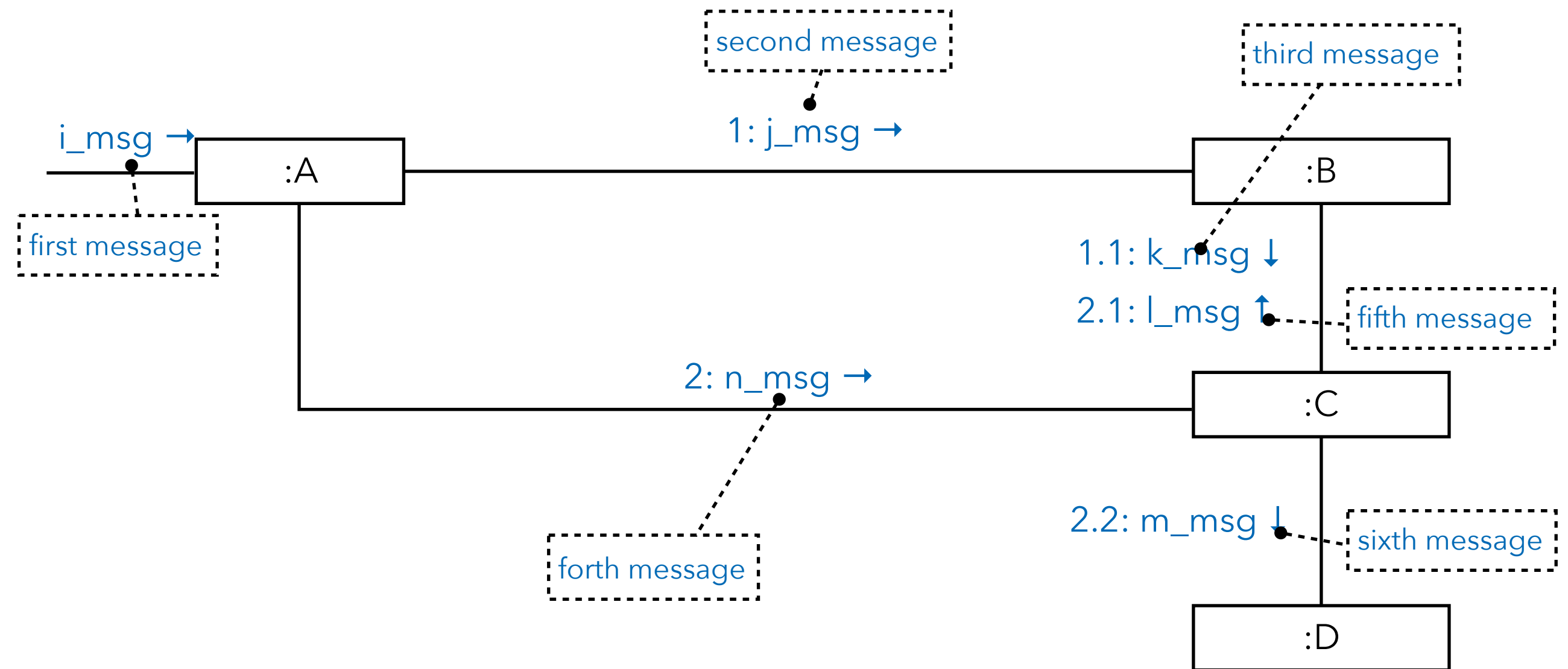


Alternative Notations for Modeling Instance Creation

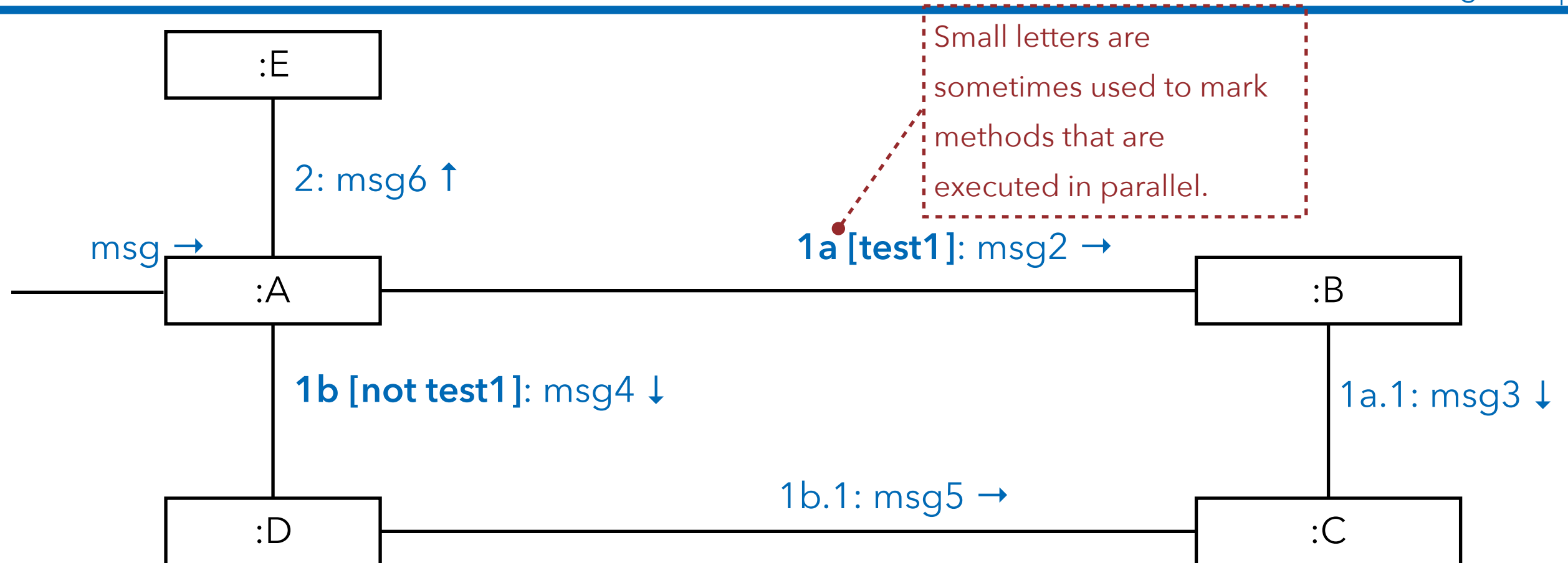


Message Number Sequencing

The initial message is not numbered to make the numbering easier to comprehend.

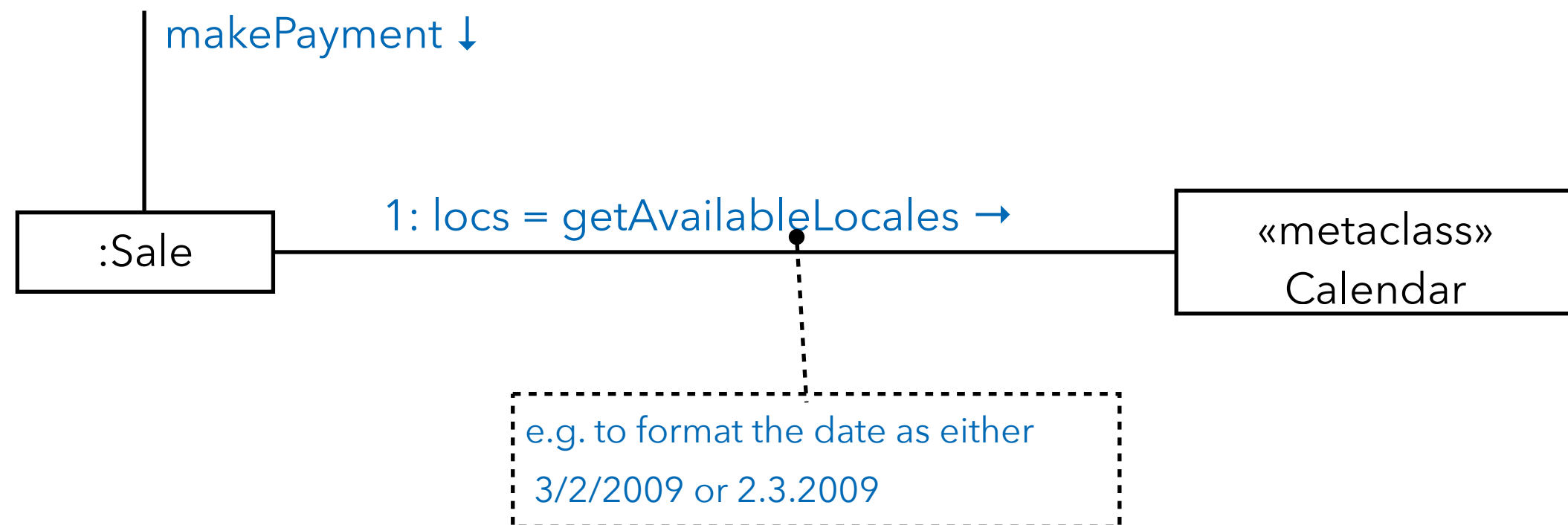


Modeling Conditional Messages

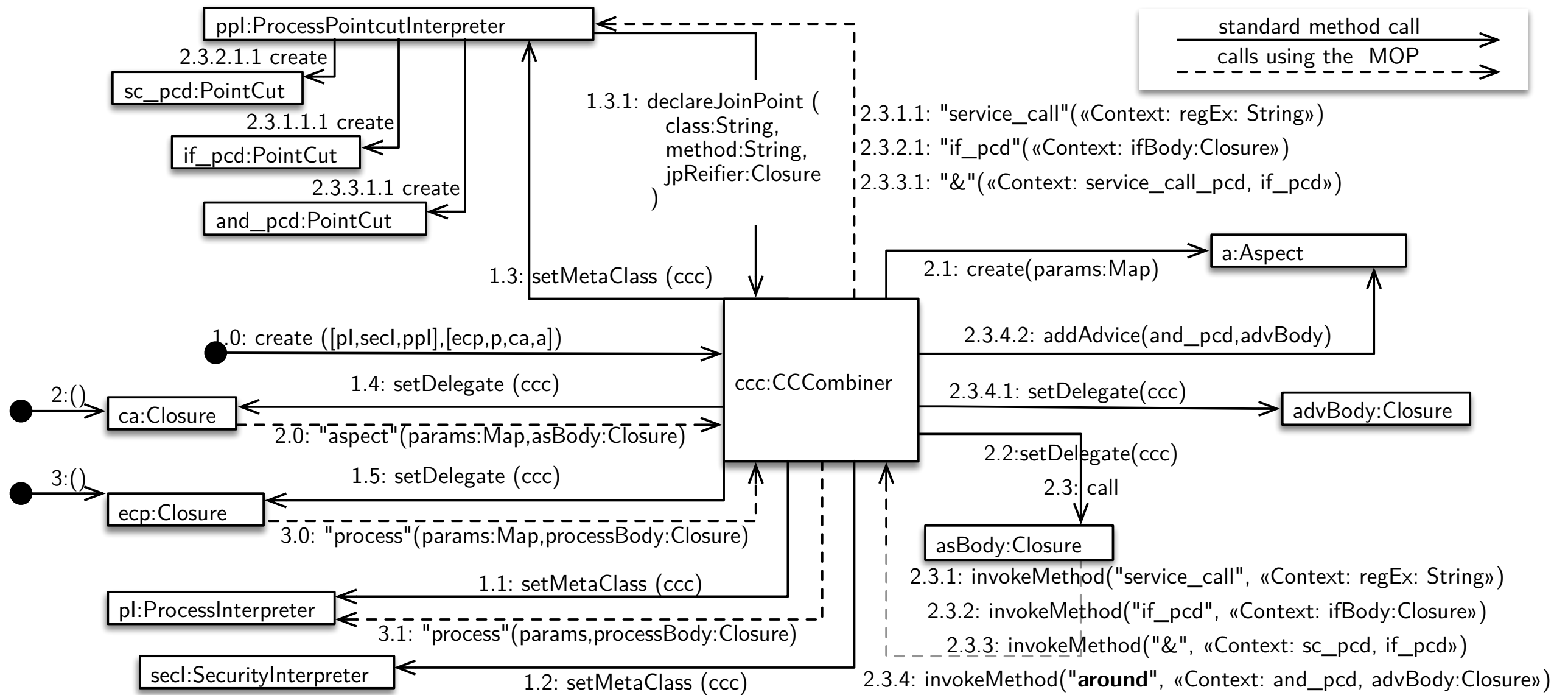


The message is only sent if the condition evaluates to true. The condition is written in square brackets. In case of modeling mutually exclusive message conditional path letters are prepended.

Messages to Class Objects



"Real-world complex example"



UML Communication vs. UML Sequence Diagrams



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Strengths and Weaknesses Interaction Diagrams

Type	Strengths	Weaknesses
Sequence Diagram	<ul style="list-style-type: none">✓ clearly shows sequence or time ordering of messages✓ large set of detailed notation options	<ul style="list-style-type: none">– forced to extend to the right when adding new objects; consumes horizontal space
Communication Diagram	<ul style="list-style-type: none">✓ space economical - flexibility to add new objects in two dimensions	<ul style="list-style-type: none">– more difficult to see sequence of messages– fewer notational options

Strengths and Weaknesses Interaction Diagrams

Type	Strengths	Weaknesses
Sequence Diagram	✓ clearly shows sequence or time ordering of messages	– forced to extend to the right when adding new objects; consumes
Communication Diagram	objects in two dimensions	– fewer notational options

UML tools often emphasize sequence diagrams, because of their greater notational power.

Summary

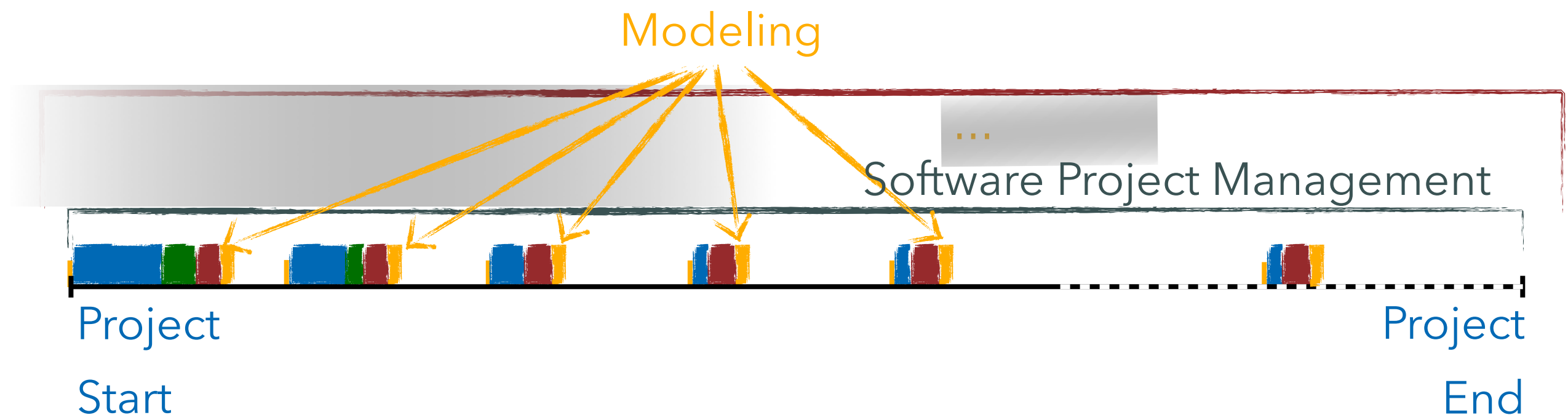


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The goal of this lecture is to enable you to systematically carry out small(er) software projects that produce quality software.

- Modeling the dynamic behavior is often more rewarding than modeling the static structure w.r.t. understanding a domain
- Modeling the dynamic behavior is often particularly useful if the control-flow is more involved; but only draw the part that is relevant to understand the problem at hand
- The UML is often used informally - this is OK if everyone interprets the diagrams in the same way

- The goal of this lecture is to enable you to systematically carry out small(er) commercial or open-source projects.



- Requirements Management
- Domain Modeling
- Modeling
- Testing