Activity Diagram

Like a flow chart but not

Dynamic behaviour

No data flow represent

Flow of control

Swimlane fork and join

Swquential branching concurrent



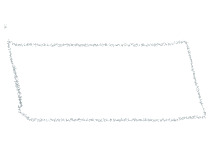
Initial state

Start state



Final state :

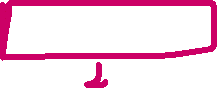
End of the activity flow



activity behavioural action

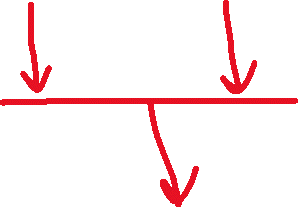


control flow destination of flow



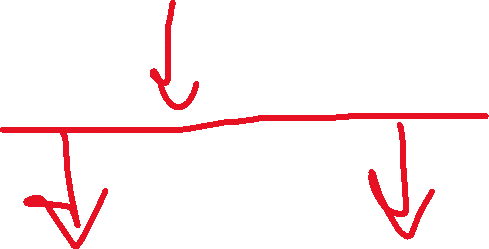
Srartt game

Join

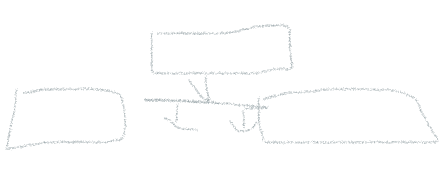


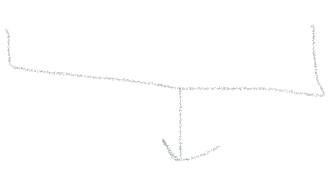
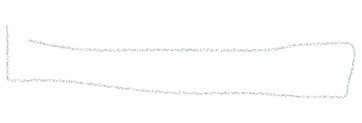
Two or more collab to one

Fork :one to concurrent two



Atm withdrawl



Take money Take receipt

Ejectcard()

Decision

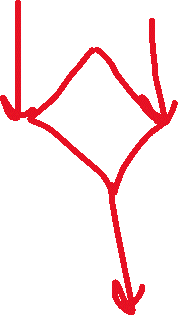
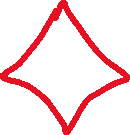
Condition

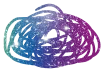
de[emdong



on the condition you can go to the particular cnditon merge:

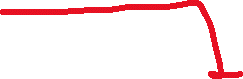
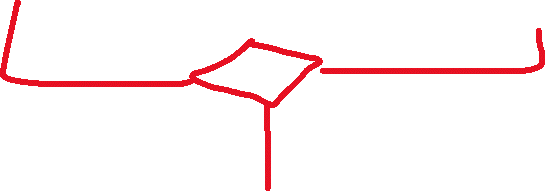
ordreris special thern gift orr norma packing this or this







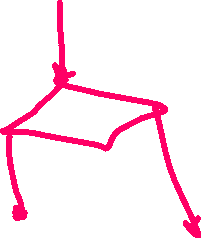
orderplaced



Regualars giftpack

dispatch

final flow node



comment

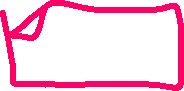


if age is graater than 18



Proceed

Not allowed



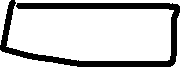
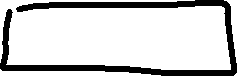
Notaions :

Grop the actionns carried out by diff actors

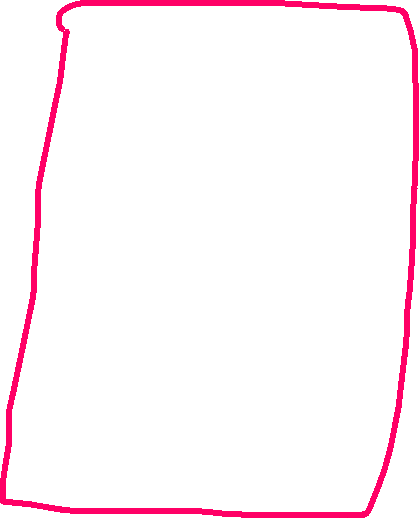
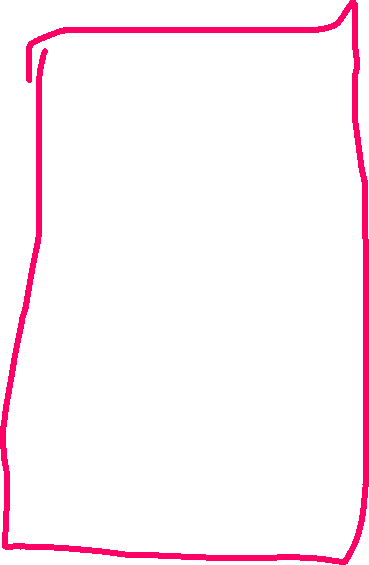
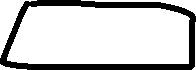
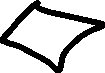
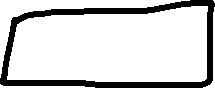
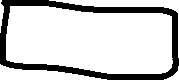
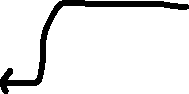
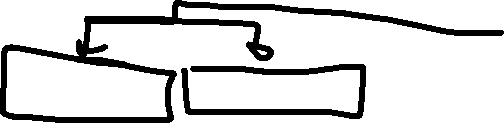
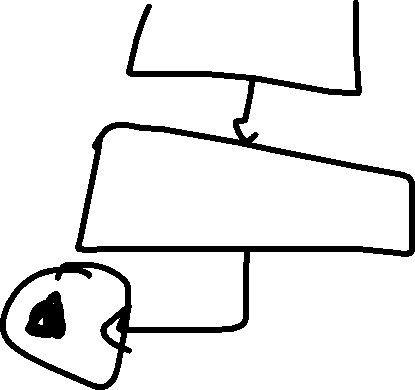
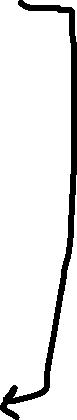
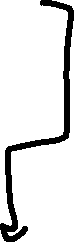
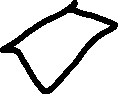
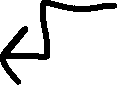
Atm Bank



Insert card authenticate



enterpin



Valid incalid

Inter amount check balance

Fork

Take money take receipt

Join

Eject the card