

SequenceDiagramGroup

Actors

- A.1 A SequenceDiagramGroup **must** contain at most one World actor
- A.2 A SequenceDiagramGroup **must not** contain actors with duplicate names
- A.3 Actors **must** be defined as lifelines in the *capabilities*
- A.4 A SequenceDiagram **must** contain at least one Human actor

Messages

- M.1 Actors **must** only assign values to variables defined in their capabilities

Interaction Fragments

- I.1 Lifelines **must not** be terminated in a parallel or strict fragment

Time Components

- TC.1 Variables used in *waits* or *deadlines* **must** be defined in the Constants component of Capabilities

Capabilities

Lifelines

- L.1 Actors **must not** be referenced in more than one LifelineBlock lifeline
- L.2 Lifelines **must** contain at least one *in* or *out* component

Types

Constants

- T.1 A *constassignment* **must** be unique