Assignment #2: UML Sequence Diagram

Liu, Danna | CS6310-001 | Spring 2020 | UML 2.0

:Simulator	:Controller	:StarMap	Drone:Drone	:SystemMap	Square:Square

start action()

check status of StarMap
show_visible_squares()

get_visible_squares()

return status of StarMap

return visible squares

process_action(Drone, action) ← create_action(Drone)

call action: steer(), thrust(), scan(), or pass()

get_squares()

return square

update_square_state(x, y)

return

return
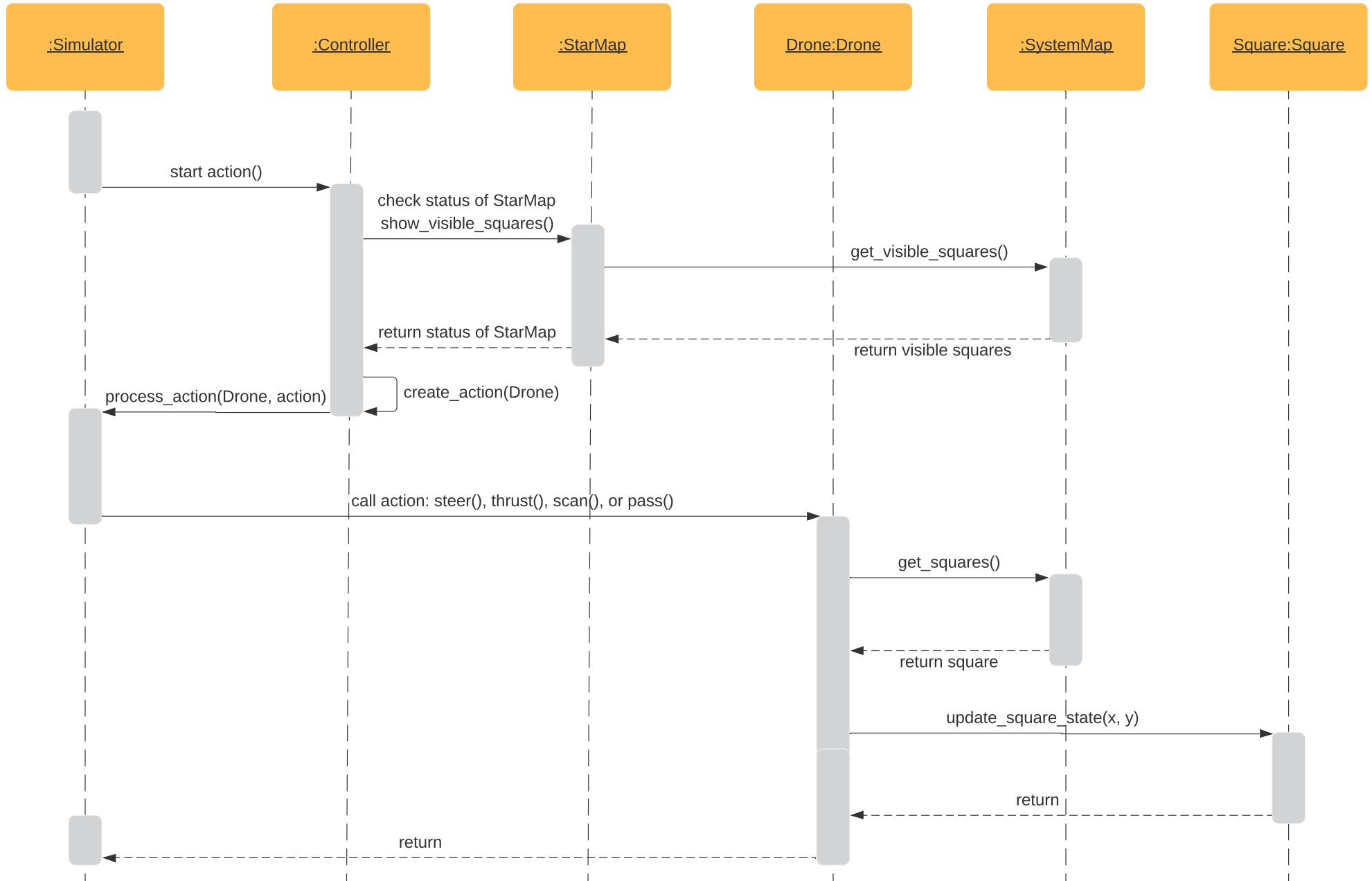
[1.] Larman, C. (2005). Applying UML and Patterns. Retreived from https://learning.oreilly.com/library/view/applying-uml-and/0131489062/

[2.] MagicDraw (n.d.). UML Quick Reference Guide. Retreived from https://www.nomagic.com/products/magicdraw