Star Search Simulation System
Sequence Diagram

CS6310-A6   Group10   UML2.0

Participants: Simulator, Controller, StarMap, Drone, SystemMap, Square

- Simulator → Controller: start action()
- Controller → StarMap: check status of SatrMap
- StarMap → SystemMap: get visible squares
- SystemMap --> StarMap: return visible squares
- StarMap --> Controller: return state of StarMap
- Controller → Controller: create_action()
- Controller --> Simulator: return drone action
- Simulator → Drone: call action: steer(), thrust(), scan(), or pass()
- Drone → SystemMap: getSquare()
- SystemMap --> Drone: return squares
- Drone → Square: update squares
- Square --> Drone: return squares
- Drone --> Simulator: return squares
- Simulator → Simulator: check state of Drone
- Simulator → displayOutput()
- Simulator → displayReport()