Behavior-based model

- **Dynamic behavior of the system**
- **Creation**
  - 1. Evaluate all use cases to fully understand the sequence of interaction within the system
  - 2. Identify events that drive the interaction sequence and understand how these events relate to specific objects
  - 3. Create a sequence for each use case
  - 4. Build a state diagram for the system
  - 5. Review the behavioral model to verify accuracy and consistency
- **Identifying Events**
  - An event is the exchange of information, between the actor and the system.
- **State of a class**
  - Passive state
    - Current status of all attributes of an object
  - Active state
    - Indicate the current status of the object as it undergoes a continuing transformation or processing
- **State Machine Diagram**
  - Subtopic 1