Reservation State Diagram **

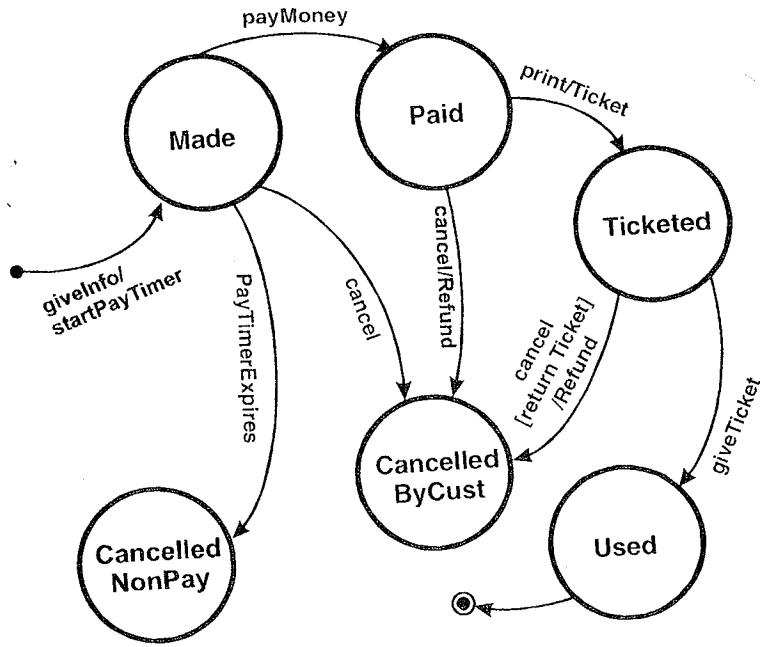

Figure 7-9

Cancellation from the Ticketed state.

Source:
"A Practitioner's Guide to Software Test Case Design", Lee Copeland, Artech House, 2003, pg. 103.

** There's something very important that's missing from this diagram - THE TITLE!

Every diagram in this course needs a title!

Just because a diagram looks correct, it doesn't mean it is. What if a ticketed reservation is not cancelled or used? Who do you ask if you don't know?

A state diagram is a UML diagram whose purpose is to visually represent the lifecycle of an entity.

An entiry is a noun, i.e. a thing. In the diagram above, the entity is a Reservation. Understanding states is an important part of building robust systems, For example: it can be used to answer a question from a customer like "what is the status of my airline reservation?"

When we say "state", think of status. In the example above, the states are Made, Paid, Ticketed, etc. States are represented by circles or ovals.

Lines between states are called transitions. Per above, a state can transition from Made to Paid, or Made to Cancelled NonPay, or Made to Cancelled byCust. It cannot transition from Made to Used. Why?

Each transition is given a label, The label indicaes the event that causes the transition. For example: when the customer pays money, the state moves from Made to Paid.

There are 2 special sysbols: Start (solid dot) and End (bullseye)

Only develop a state diagram if it conveys some meangingful information. For example: a light has 2 states: on and off. That's probably not worth digramming.

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