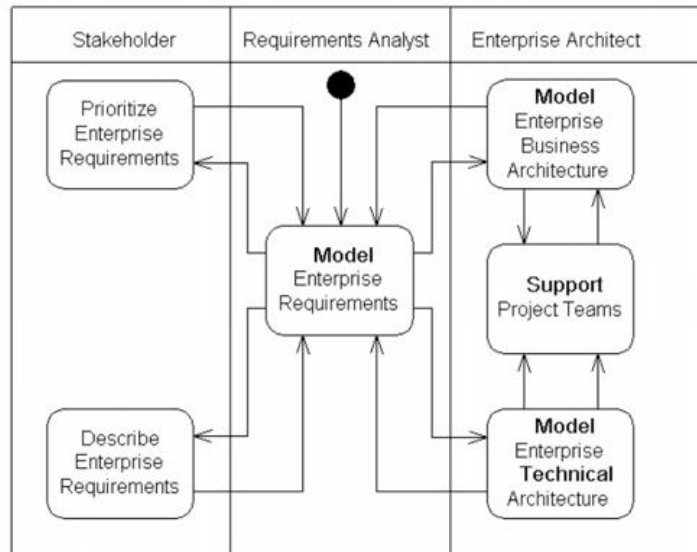


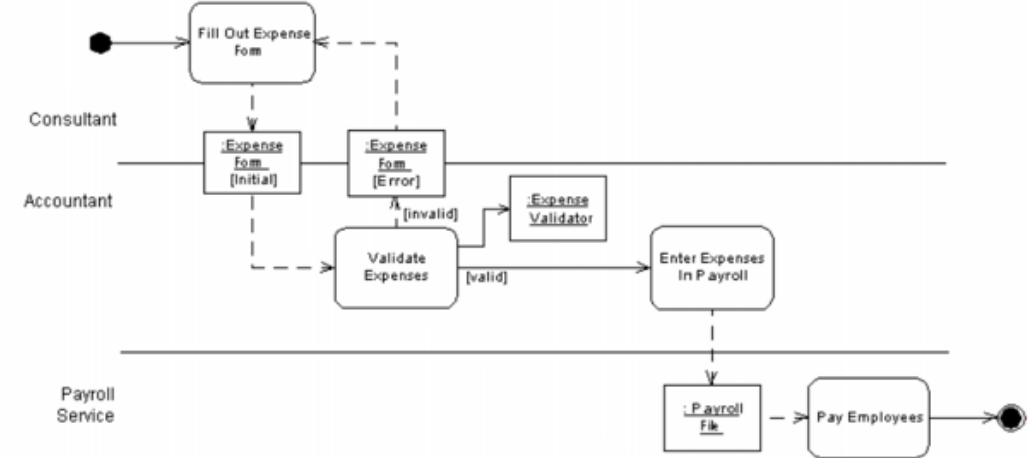
## 6. Swimlane Guidelines

A swimlane is a way to group activities performed by the same actor on an activity diagram or to group activities in a single thread. **Figure 2** includes three swimlanes, one for each actor.

**Figure 2. A UML activity diagram for the enterprise architectural modeling (simplified).**



**Figure 3. Submitting expenses.**



1. Order Swimlanes in a Logical Manner.
2. Apply Swim Lanes To Linear Processes. A good rule of thumb is that swimlanes are best applied to linear processes, unlike the one depicted in **Figure 2**.
3. Have Less Than Five Swimlanes.
4. Consider Swimareas For Complex Diagrams.
5. Swimareas Suggest The Need to Reorganize Into Smaller Activity Diagrams.
6. Consider Horizontal Swimlanes for Business Processes. In **Figure 3** you see that the swimlanes are drawn horizontally, going against common convention of drawing them vertically.

## 7 Action-Object Guidelines

Activities act on objects, In the strict object-oriented sense of the term an action object is a system object, a software construct. In the looser, and much more useful for business application modeling, sense of the term an action object is any sort of item. For example in **Figure 3** the *ExpenseForm* action object is likely a paper form.

<http://www.agilemodeling.com/style/activityDiagram.htm#Swimlanes>