

## Lecture 10a

# Collaboration Diagrams

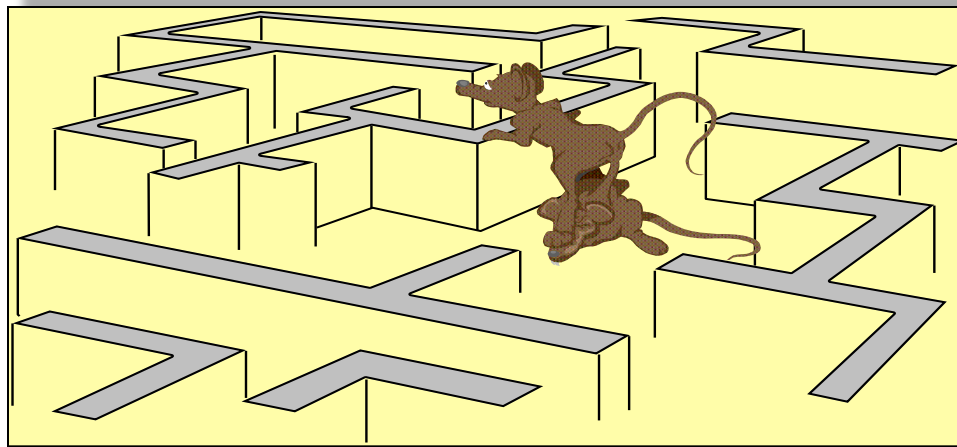
# Objectives

- To ensure that students are familiar with Collaboration Diagrams
- To ensure students know the relationship between Sequence Diagrams & Collaboration Diagram
- To enable the students to draw and interpret Collaboration Diagrams

# Interaction Diagrams

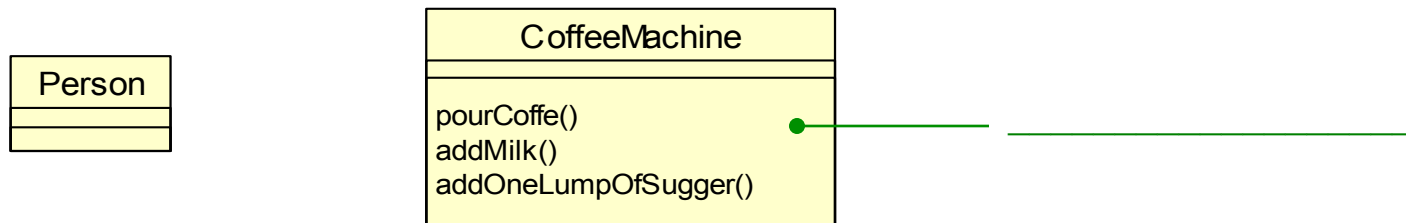
Two types of interaction diagrams:

- (1) Sequence Diagrams
- (2) Collaboration Diagrams

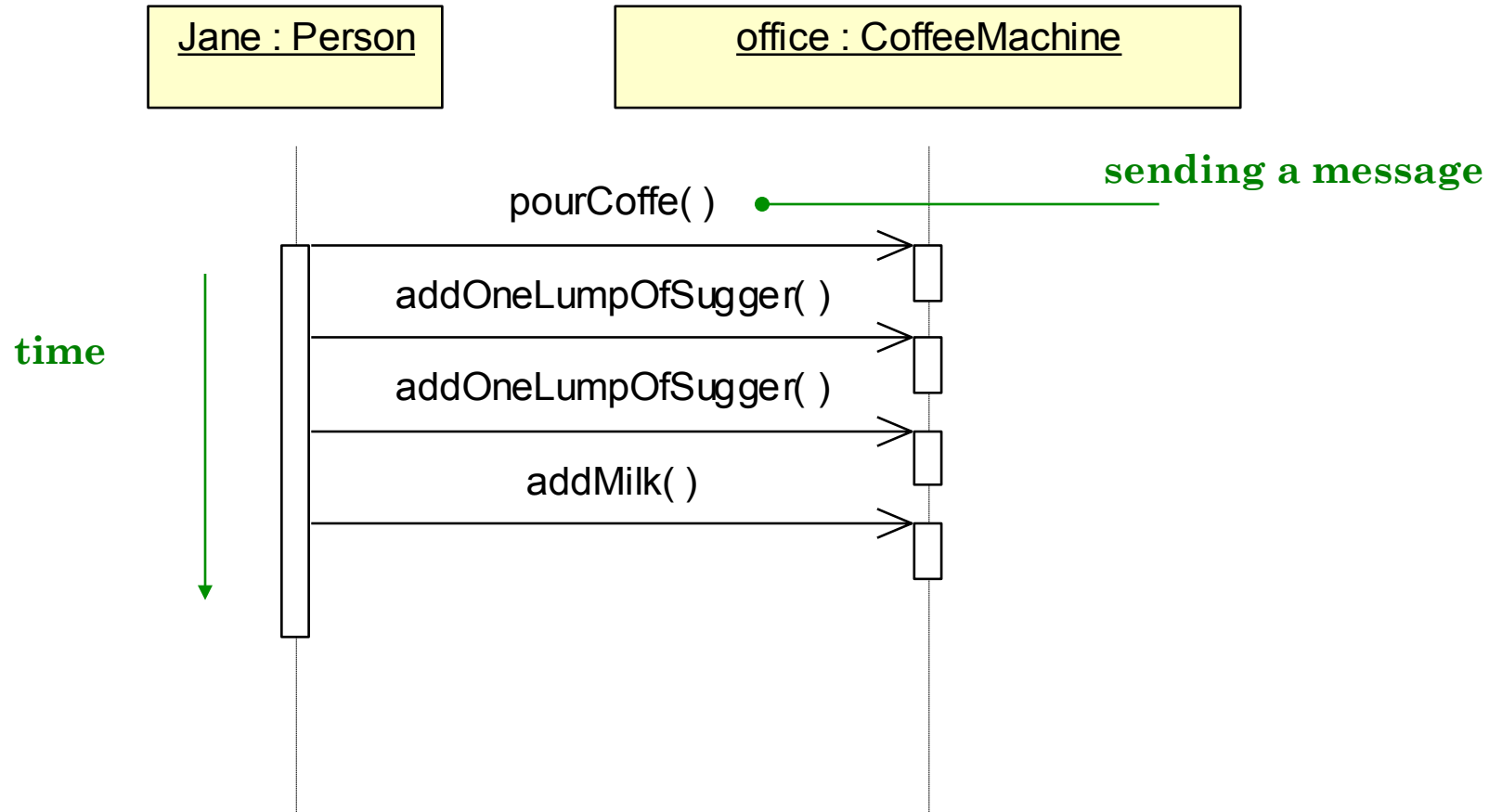


# Sequence Diagram

- You are modelling the \_\_\_\_\_ of an \_\_\_\_\_ in a Sequence Diagram.
- How do you model the following?
- Jane likes milk and two lumps of sugar in her coffee.



# Sequence Diagram



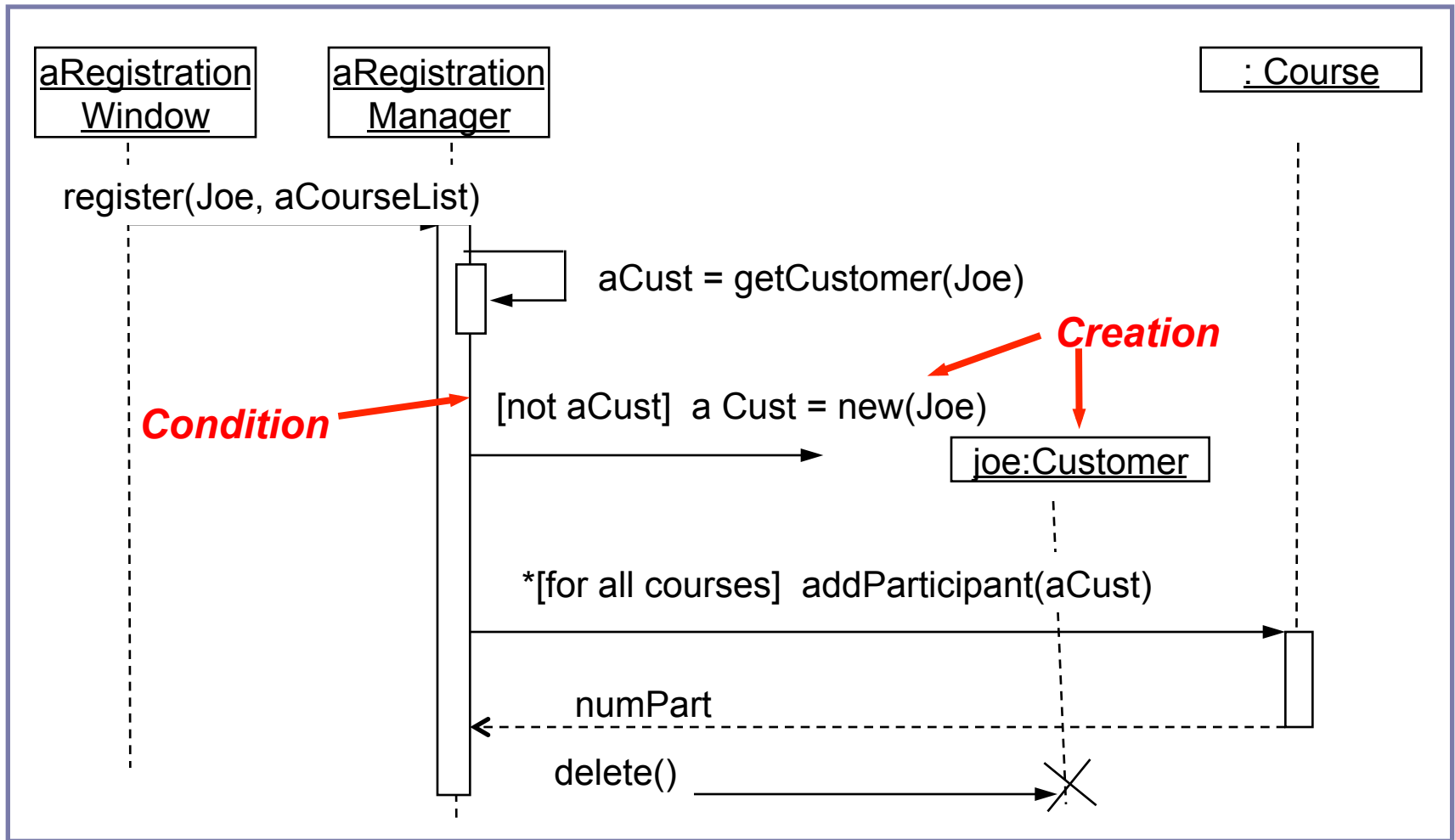
# Sequence Diagram

- What does a sequence diagram emphasise? \_\_\_\_\_

# Collaboration Diagrams

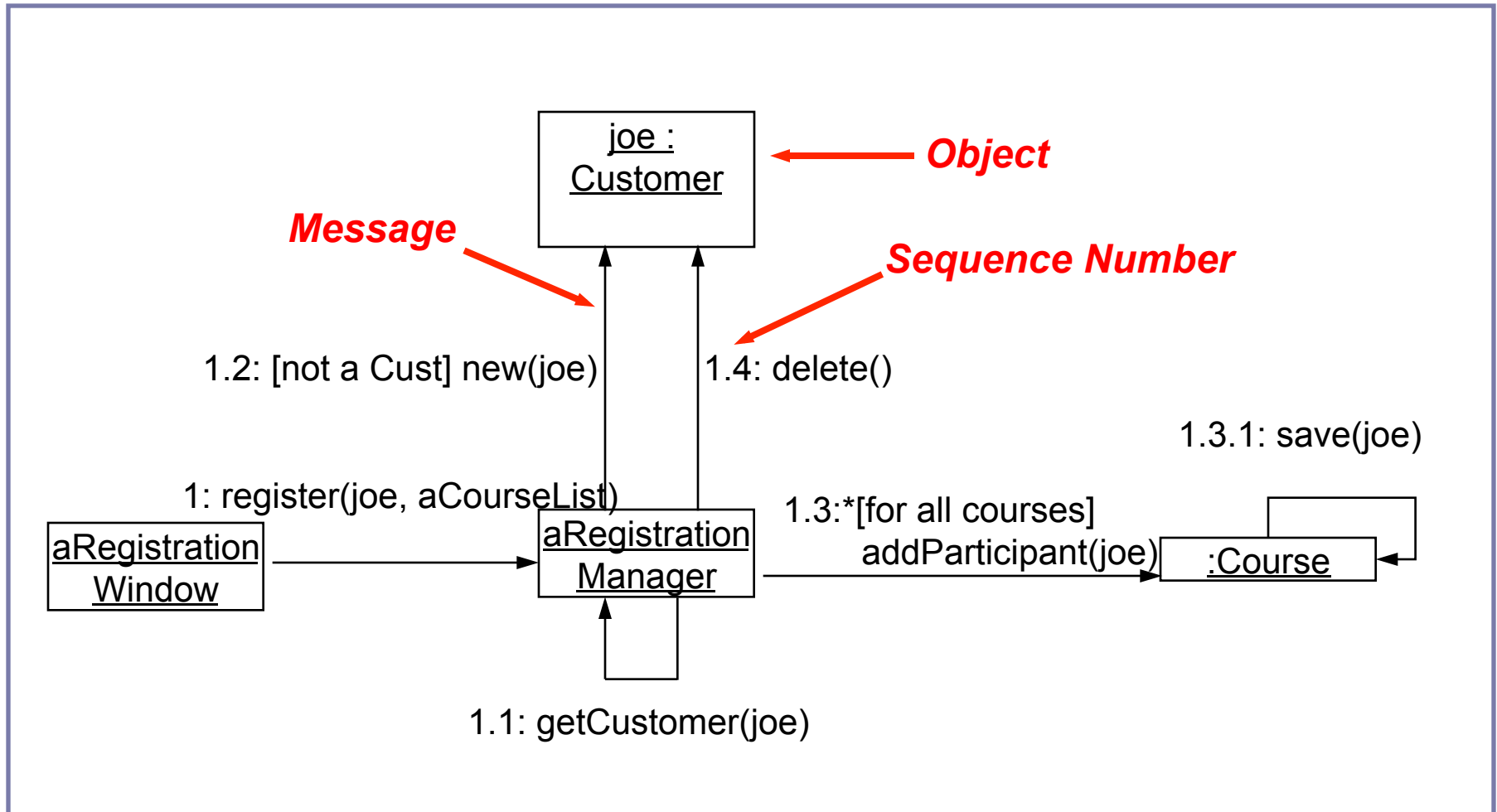
- Convey the same information as Sequence Diagrams
- Focus on the messages sent/received by an individual **object**
- Emphasize the **structural aspect** of the collaboration.
- Can convert a Sequence Diagram into a Collaboration Diagram using an UML Case Tool.

# Sequence Diagram for Registering for a Course





# Collaboration Diagram for Registering for a Course



# Elements of Collaboration Diagram

- Shows the same sequence as the sequence diagram in the former slide
- **Object Naming**
- General form for object naming is  
*objectName : ClassName*  
in which are both underlined.
- Can omit the object name or the class name
- If you omit the object name, you have to **keep the colon** before the class name
- **Messages sent**
- Same as sequence diagram, sent messages shown with arrows.

# Elements of Collaboration Diagram

## **Sequential Numbering of Messages**

The order in which messages are sent is shown by numbering the messages.

Two ways of numbering messages

### **(1) Sequential Numbering**

First message is 1, Second Message = 2 etc.

Easy to follow the sequence of message calling

### **(2) Decimal Numbers**

The top-level message is numbered 1.

Messages sent during the same call have the same decimal prefix but suffixes of 1, 2, etc. depending on when they occur

**e.g. 1.1, 1.2**

# Elements of Collaboration Diagram

## Decimal Numbers (cont.)

- Clearer which operation is calling which other operation
- Harder to see the **sequence** than just following down the time line in a sequence diagram.

# Collaboration Diagrams

When do you use Collaboration Diagrams?

- To show the                      connection between objects
- For more complex scenarios or actions, when a lot of objects involved with few message exchange

# Fun Example Objects



:Cat



:Policeman



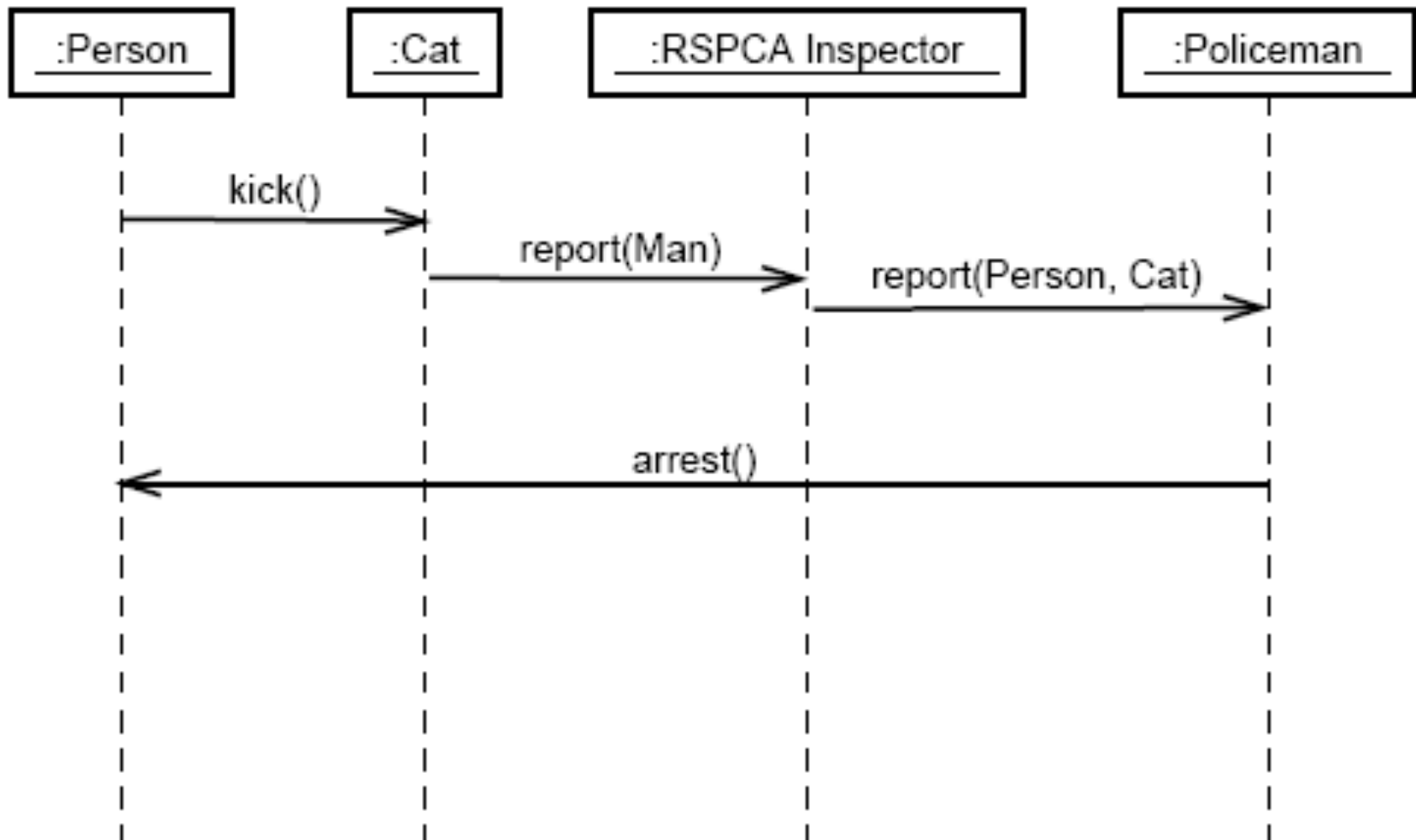
:Person



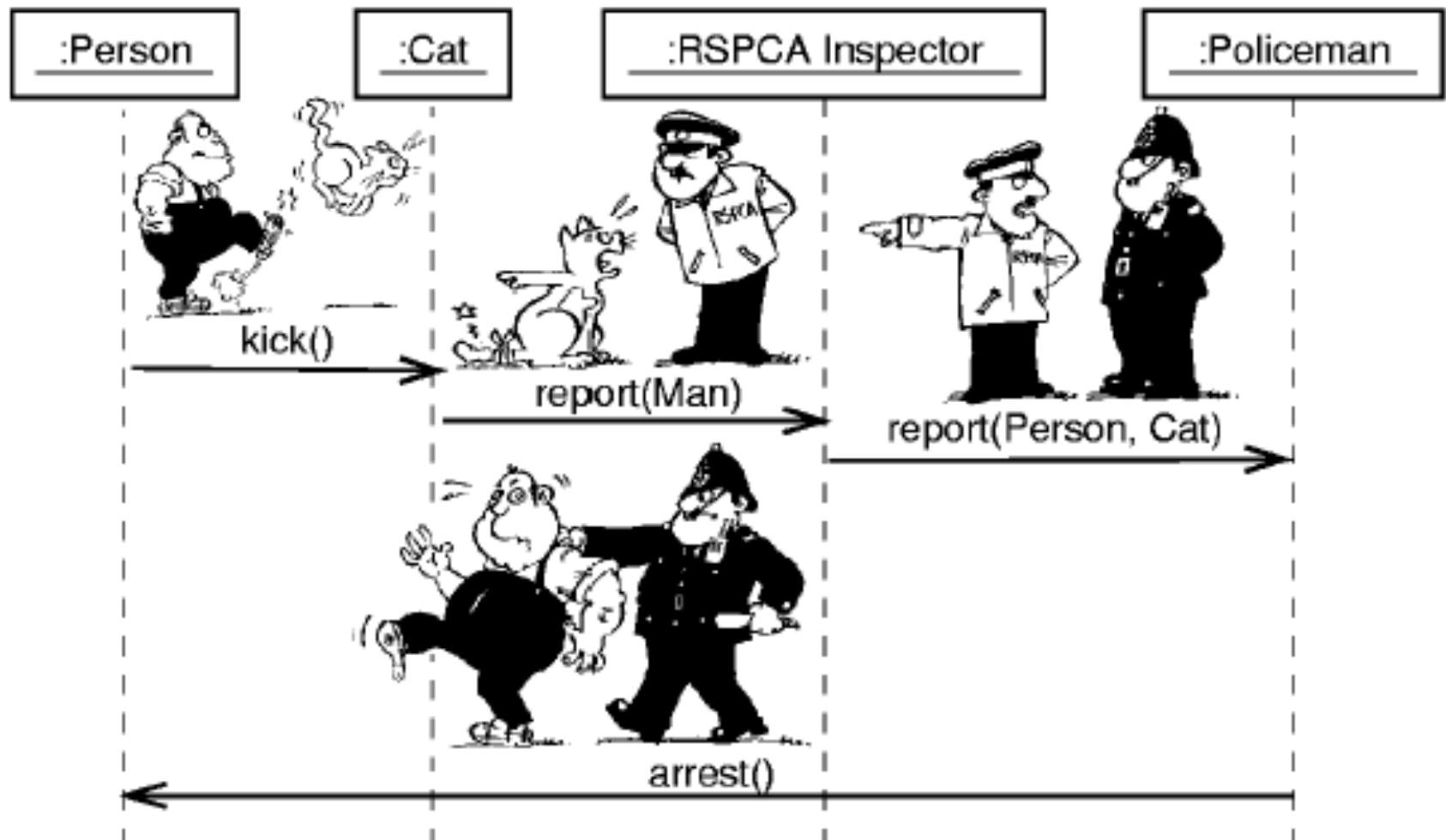
:RSPCA Inspector

# Fun Example

## Sequence diagram

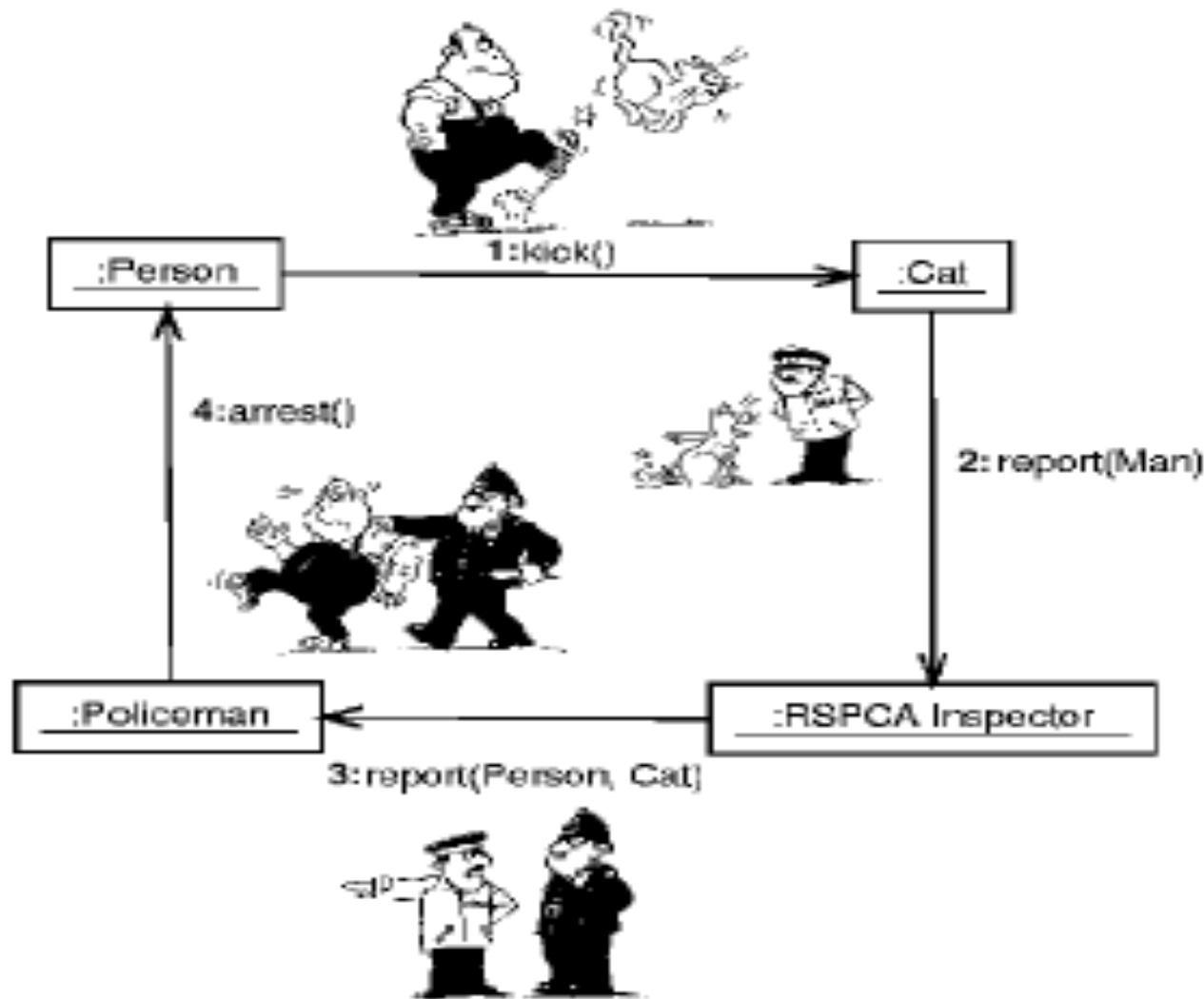


# Fun Example Sequence diagram





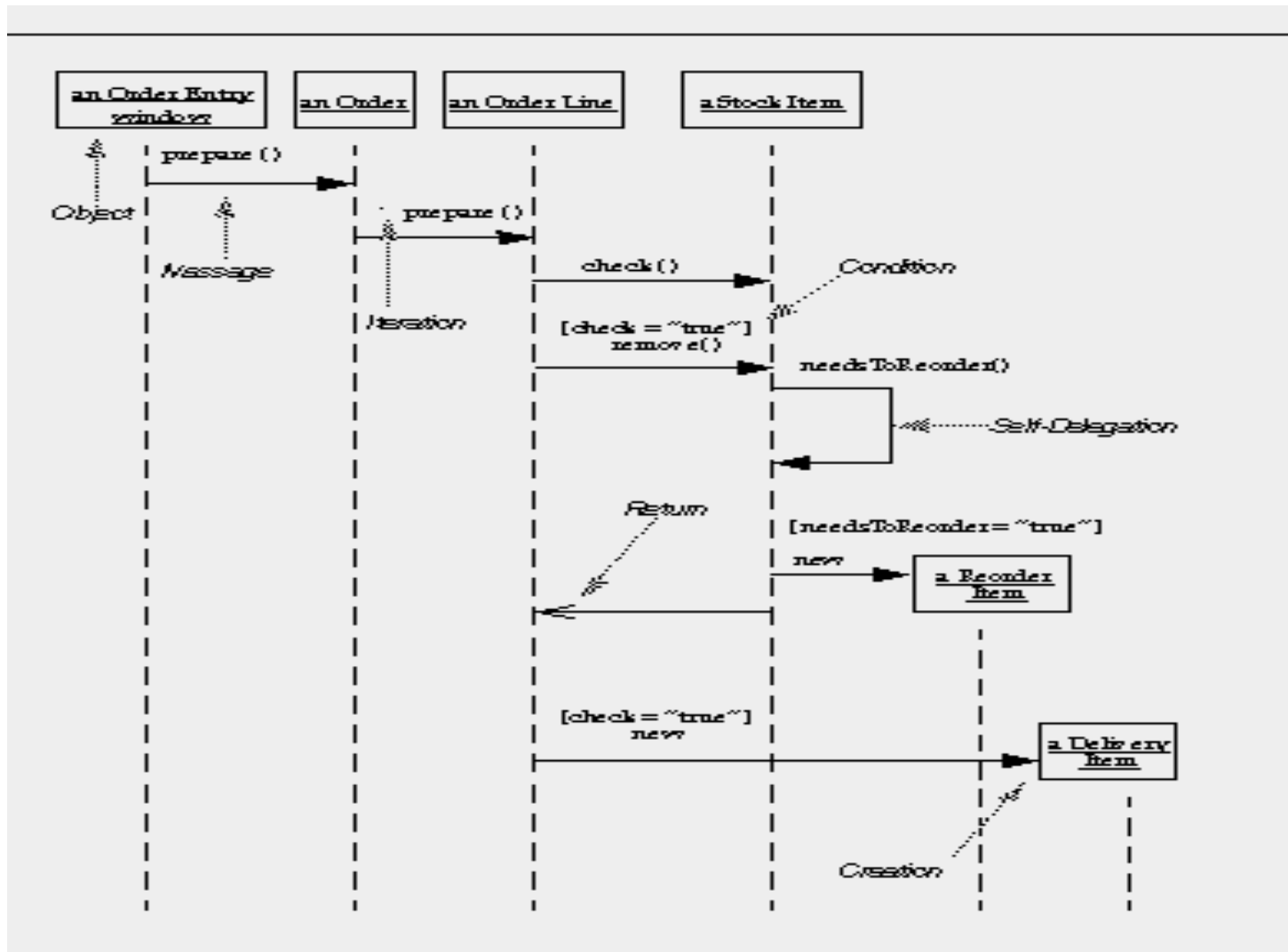
# Fun Example Collaboration diagram



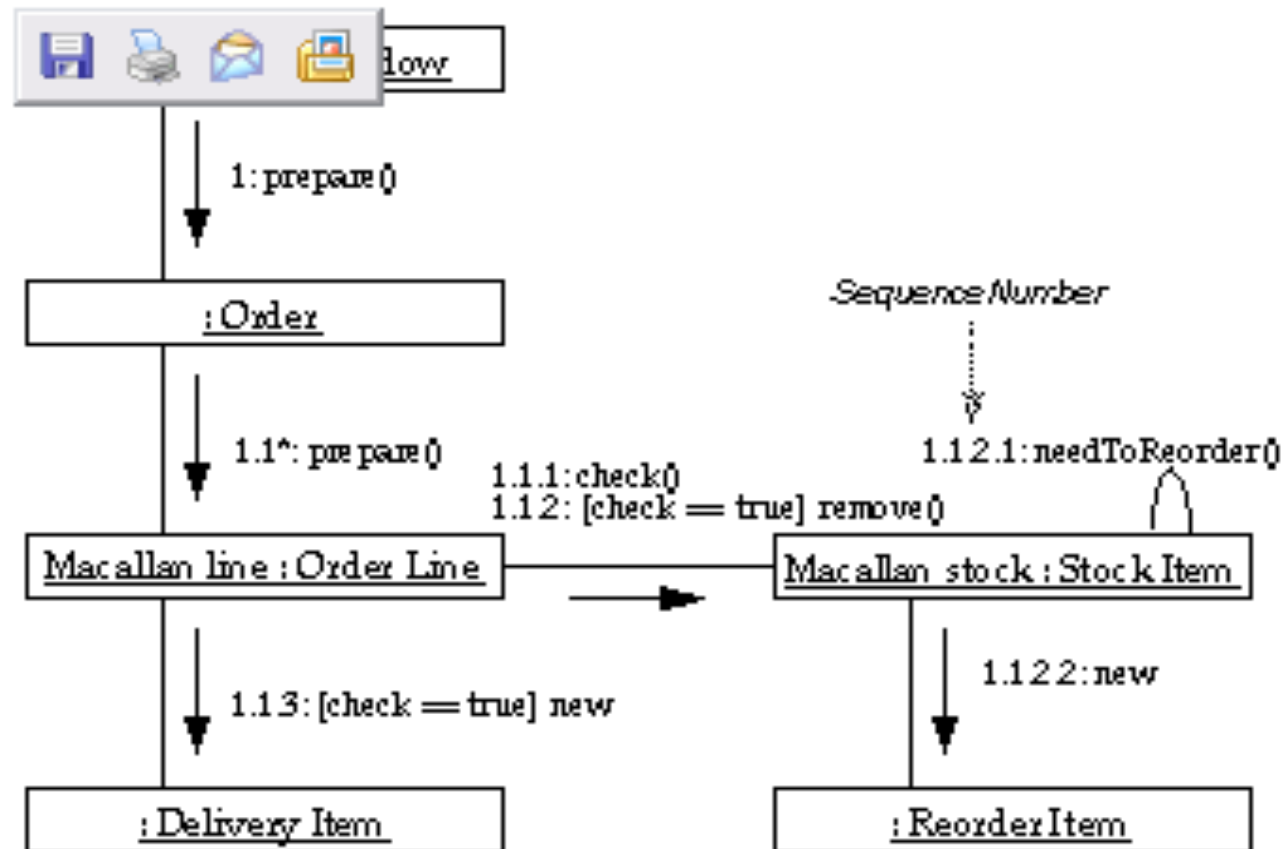
# Order Entry Example

- The **Order Entry window** sends a "prepare" message to an **Order**.
- The **Order** then sends "prepare" to each **Order Line** on the Order.
- Each **Order Line** checks the given **Stock Item**.
- If this check returns "true," the **Order Line** removes the appropriate quantity of Stock Item from stock.
- Otherwise, the quantity of **Stock Item** has fallen below the **reorder** level, and the Stock Item requests **a new delivery**.

# Order Entry – Sequence Diagram



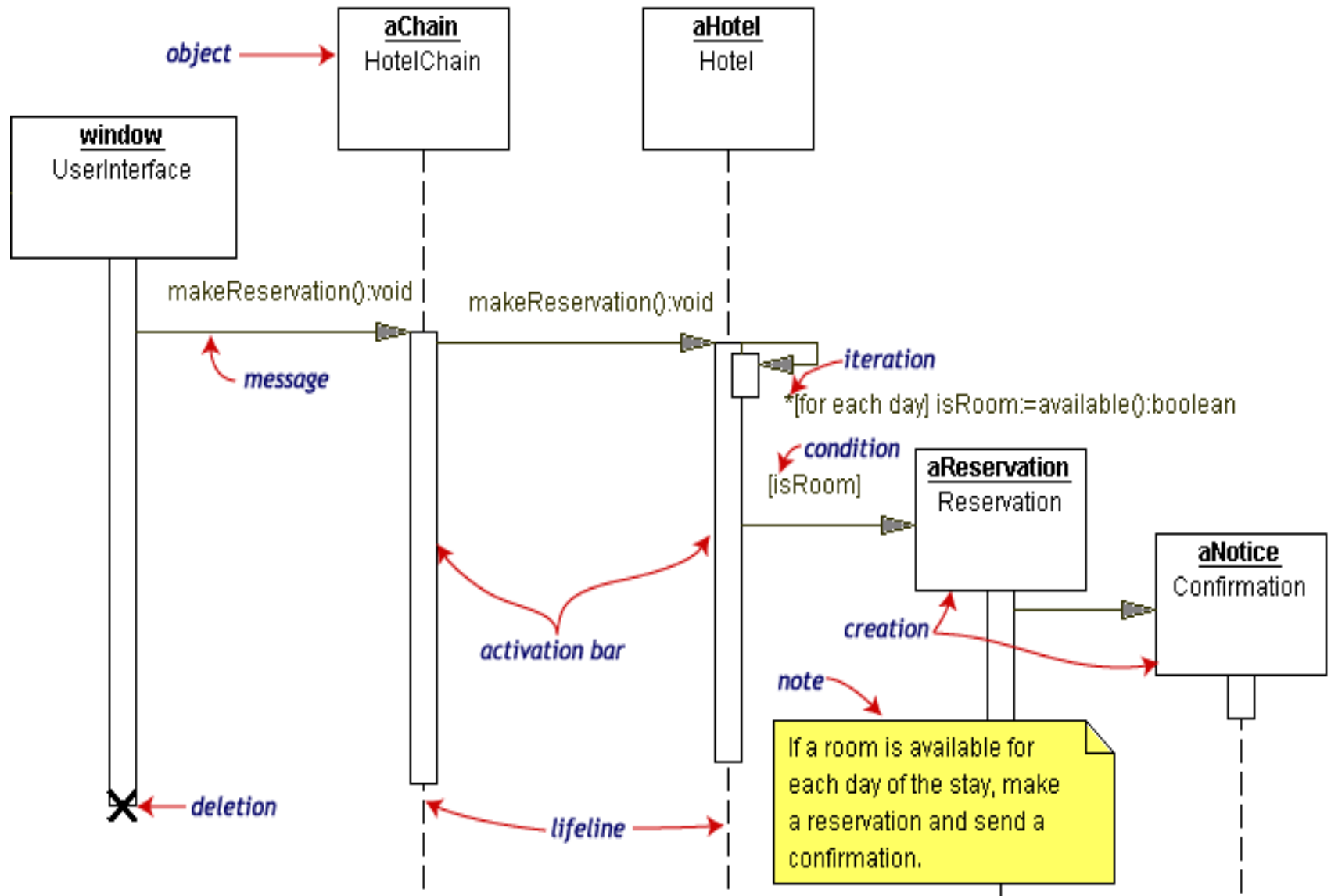
# Order Entry – Collaboration Diagram



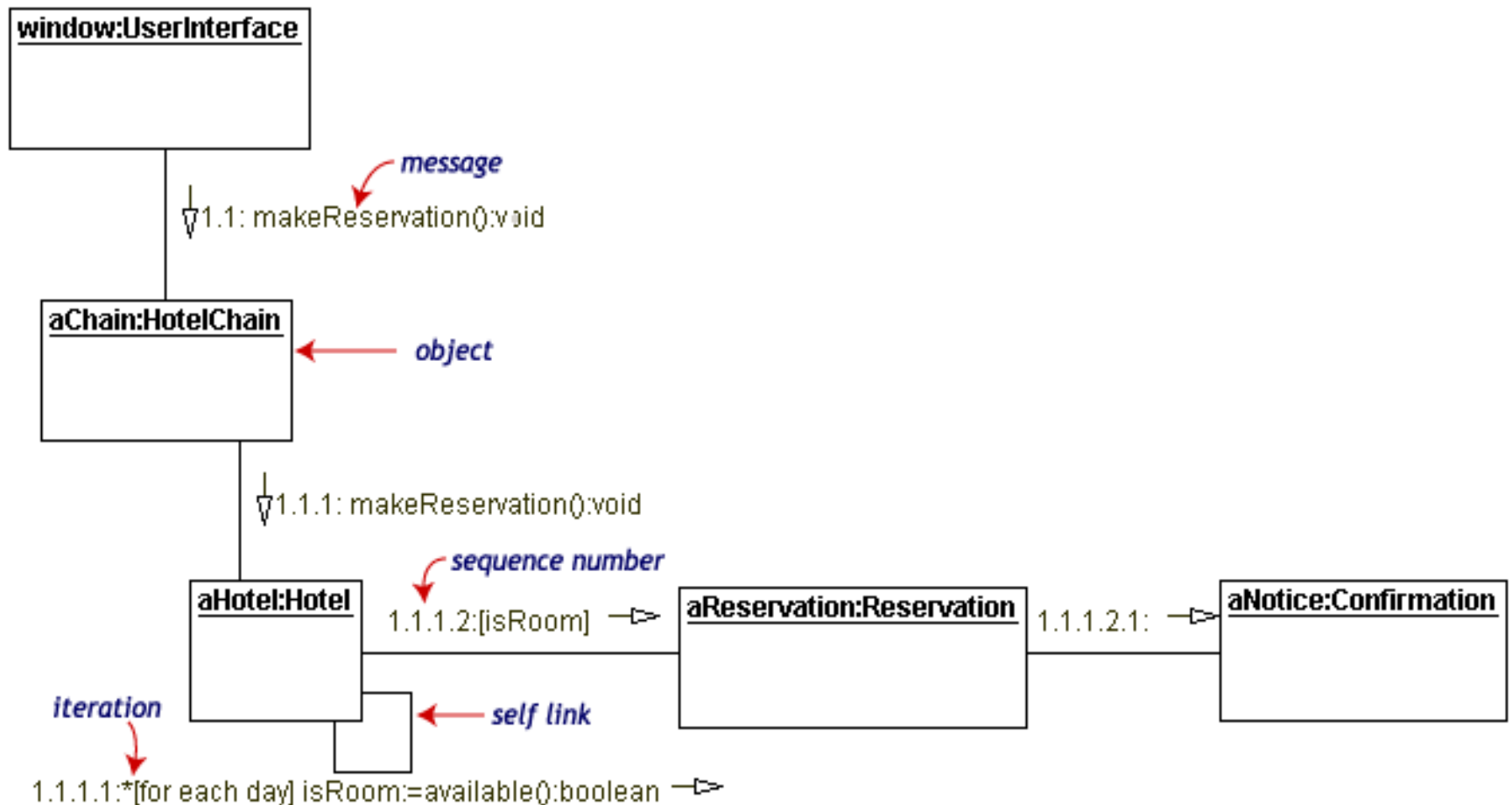
# Hotel Reservation

- **ReservationWindow** object initiates the sequence of messages
- It sends a *makeReservation()* message to a **HotelChain**.
- **HotelChain** then sends a *makeReservation()* message to a **Hotel**.
- If the **Hotel** has available rooms, then it makes a **Reservation** and a **Confirmation**.
- **Hotel** issues a *self call* to determine if a room is available.
- If so, then the **Hotel** creates a **Reservation** and a **Confirmation**.
- Asterisk on the *self call* means **iteration** (to make sure there is available room for each day of the stay in the hotel).
- Expression in square brackets, [ ], is a **condition**.
- Diagram has a clarifying **note**
- The object is **deleted** – shown with **X**

# Hotel Reservation – Sequence Diagram



# Hotel Reservation Collaboration Diagram



# Comparing Diagrams

## Sequence V Collaboration

- Which to use ?
  - You like to show sequences ?
    - Use \_\_\_\_\_
  - You like to show object connections ?
    - Use \_\_\_\_\_
- There is not a clear response to this question; it depends on what you want to \_\_\_\_\_ - and which you \_\_\_\_\_.



# Sequence V Collaboration

- I prefer the sequence diagrams over the collaboration, because I usually want to emphasize sequences - and sequence diagrams do this very well.
- Interaction diagrams can also be used in the a\_\_\_\_\_, d\_\_\_\_\_ and i\_\_\_\_\_ phases of a project.

# Exercise 1

- Draw a labeled collaboration diagram to show the following:
  - ObjectA sends Message1 to ObjectB.
  - ObjectB sends Message2 to ObjectC.
  - ObjectC sends Message3 to ObjectD.
  - ObjectD sends Message4 to ObjectA.

# Exercise 2

- Draw a labeled collaboration diagram to show the following:
  1. The Teacher object sends the LoadClass() message to Class object
    - 1.1 The Class object sends the LoadStudents() message to the FileSystem object.
    - 1.2 The Class object sends the LoadClassInfo() message to the FileSystem object.
    - 1.3 The Class object sends the LoadRoom() message to the FileSystem object.
  2. The Teacher object sends the AddStudent() message to the Student object.

# Exercise 3

Draw a **sequence diagram** & collaboration diagram of the following process.

- When a user returns an item to the library, the **library clerk** updates the **database** and records the date when the **item** was returned.
- If the item is overdue, the clerk collects a **fine** calculated as  $\text{DaysLate} * \text{€1}$ .
- The **clerk** also records the **fine** collected in the **database**.
- In addition, the clerk checks if the returned item is damaged, and if so, **records the information** in the database again.