How to draw a Communication Diagram in UML

<u>Communication diagram</u> is a kind of <u>UML diagram</u> that is designed for illustrating the dynamic view of the system. It emphasizes the structural organization of the objects' send and receive messages.

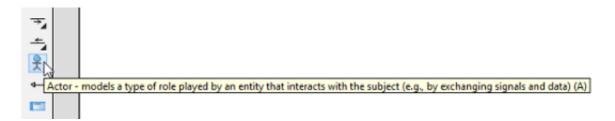
Creating communication diagram

Perform the steps below to create a UML communication diagram in Visual Paradigm.

- 1. Select **Diagram > New** from the application toolbar.
- 2. In the **New Diagram** window, select **Communication Diagram**.
- 3. Click Next.
- 4. Enter the diagram name and description. The **Location** field enables you to select a model to store the diagram.
- 5. Click OK.

Creating actor

To create an actor, click **Actor** on the diagram toolbar and then click on the diagram.



Creating lifeline

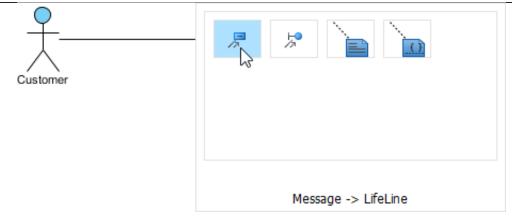
To create lifeline, you can click **LifeLine** on the diagram toolbar and then click on the diagram.

Alternatively, a much quicker and more efficient way is to use Resource Catalog:

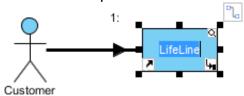
- 1. Move your mouse pointer over the source lifeline.
- 2. Press on the **Resource Catalog** button and drag it out.



- 3. Release the mouse button at the place where you want the lifeline to be created.
- 4. Select **Message -> LifeLine** from Resource Catalog.

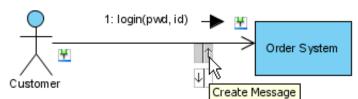


5. A new lifeline will be created and connected to the actor/lifeline with a message. Enter its name and press **Enter** to confirm editing.

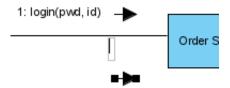


Creating message on link

To create message on link, click its **Create Message** resource.

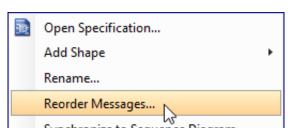


A message will be created on the link.

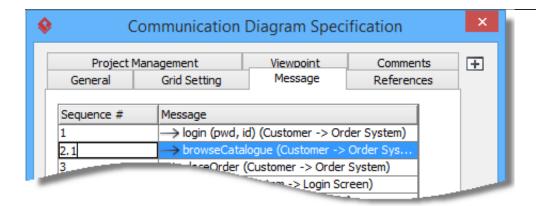


Editing sequence number of messages

To edit sequence number of messages, for example, to show certain messages are in nested level of interaction, right-click the diagram and select **Reorder Messages...** from the pop-up menu.



When the **Communication Diagram Specification** window appears, the **Message** tab is opened by default. Double click on the **Sequence** # cell of a message to edit it. Click **OK** button to apply the changes.



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