

স্বয়ী অনন প্রাপ্ত বিশ্ববিদ্যালয়



Department of CSE

Assingment 03

Course Code : CSE-325
Course Title : System Anlysis and Design
Experiment Name : Atm Sequence Diagram diagram.

Submitted To : Supta Richard Philip
City University , Bangladesh

Submitted By ...creating a culture of excellence

ID : 171442528
Name : MD.Amran Hossen
Program : CSE 44th Batch (Eve)
Semester : 7th Semester (Spring)

Date Of assigned : 21-06-2019

What is Sequence Diagram ?

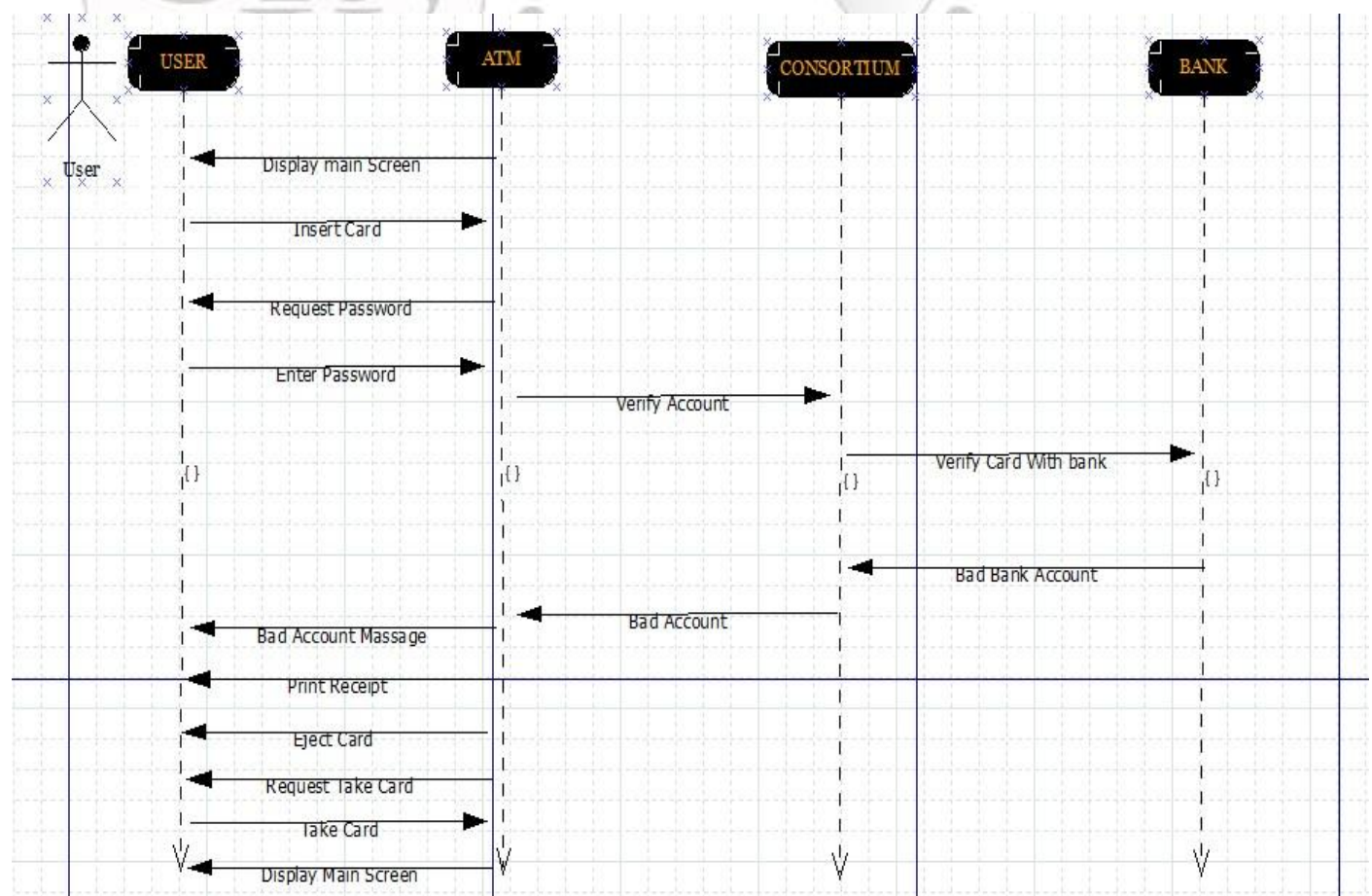
Sequence Diagrams are interaction diagrams that detail how operations are carried out. They capture the interaction between objects in the context of a collaboration. Sequence Diagrams are time focus and they show the order of the interaction visually by using the vertical axis of the diagram to represent time what messages are sent and when.

Sequence Diagrams captures:

- the interaction that takes place in a collaboration that either realizes a use case or an operation (instance diagrams or generic diagrams)
- high-level interactions between user of the system and the system, between the system and other systems, or between subsystems (sometimes known as system sequence diagrams)

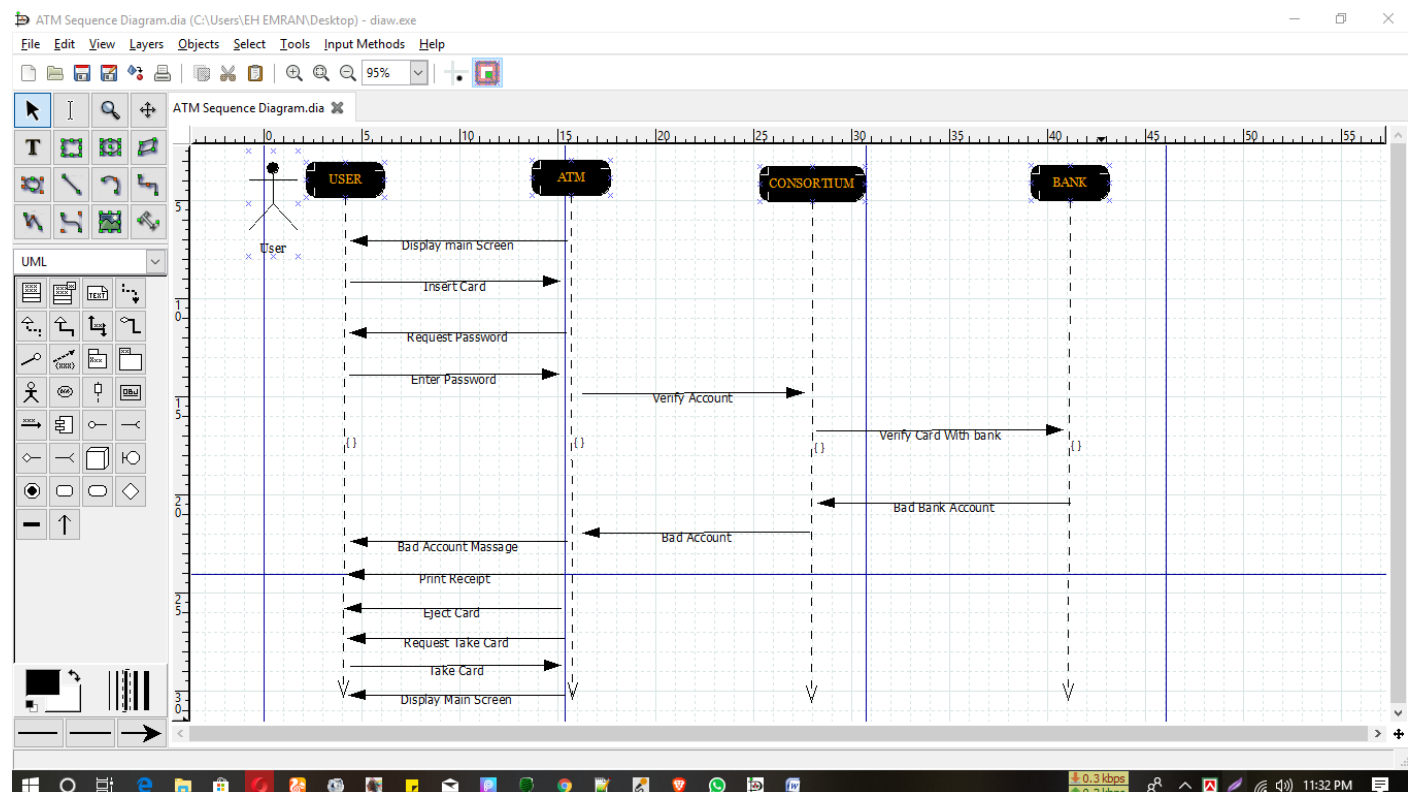
ATM Sequence Diagram :

.JPG FILE



ATM Sequence Diagram

Work Screen Shot :



Types of Messages in Sequence Diagrams

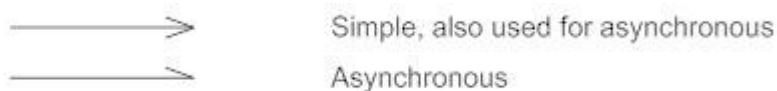
Synchronous Message

A synchronous message requires a response before the interaction can continue. It's usually drawn using a line with a solid arrowhead pointing from one object to another.



Asynchronous Message

Asynchronous messages don't need a reply for interaction to continue. Like synchronous messages, they are drawn with an arrow connecting two lifelines; however, the arrowhead is usually open and there's no return message depicted.



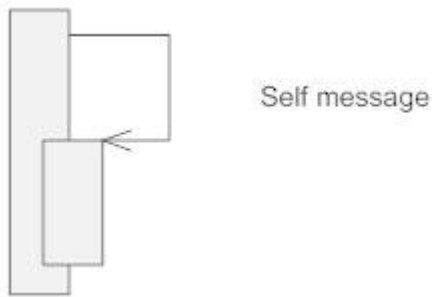
Reply or Return Message

A reply message is drawn with a dotted line and an open arrowhead pointing back to the original lifeline.



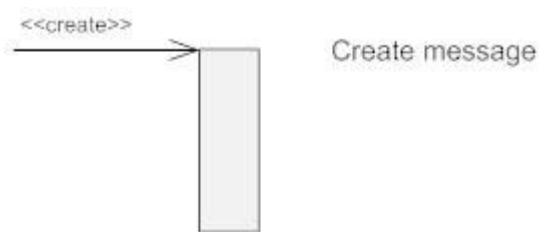
Self Message

A message an object sends to itself, usually shown as a U shaped arrow pointing back to itself.



Create Message

This is a message that creates a new object. Similar to a return message, it's depicted with a dashed line and an open arrowhead that points to the rectangle representing the object created.



Delete Message

This is a message that destroys an object. It can be shown by an arrow with an x at the end.



Found Message

A message sent from an unknown recipient, shown by an arrow from an endpoint to a lifeline.



Lost Message

A message sent to an unknown recipient. It's shown by an arrow going from a lifeline to an endpoint, a filled circle or an x.

