Université de Paris

Génie Logiciel
UML to model the dynamic

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UML to model the dynamic

Types of diagrams

- UML defines 13 diagrams in 3 categories which can define a system according to different points of view
- Structure diagrams
  - Class Diagram, Object Diagram, Component Diagram, Composite Structure Diagram, Package Diagram and Deployment Diagram
- Behavior diagrams
  - Use Case Diagram, Activity Diagram and State Machine Diagram
- Interaction diagrams
  - Sequence Diagram, Communication Diagram, Timing Diagram and Interaction Overview Diagram

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The dynamic

- We have seen a diagram allowing to model the interaction between internal (system) and external (actor) entities
- How do they interact?
- Sequence diagram: model the **temporal** aspects
- Communication diagram: model the **spatial** aspects

Sequence diagram

Sequence diagram

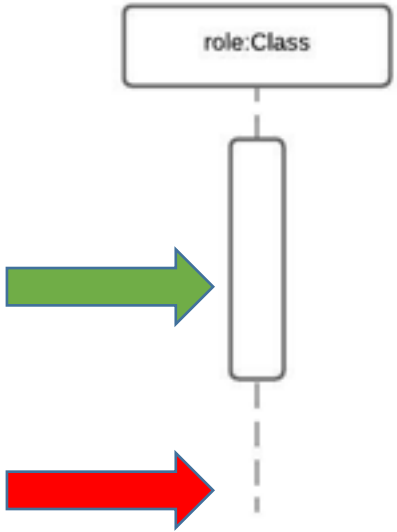
- A **sequence diagram** describes the interactions between different objects by showing which messages transmitted between them.
- Shows:
  - How do objects interact with each other
  - What information do they exchange (optional)
  - In what order do they communicate

- Use it to show how small methods are sequenced.
- One use case should come with one sequence diagram

Sequence diagram

Lifeline of an object

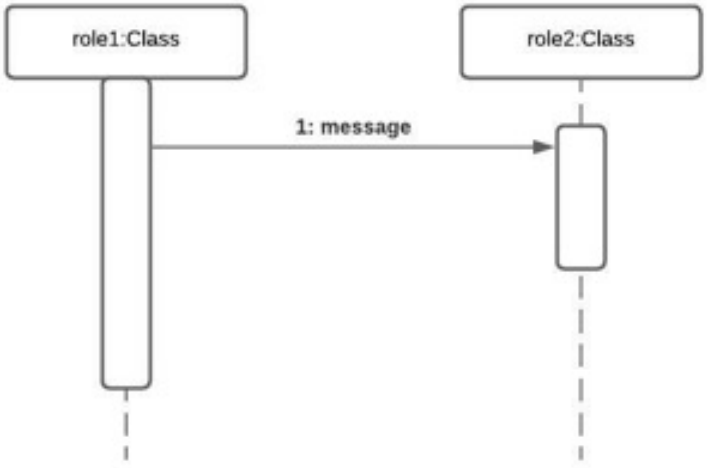
- Each instance of an object is named with the notation “role: Class”. If there is no ambiguity, “:Class” can be sufficient.
- Each instance of an object has a lifeline, shown with a dashed lined.
- The diagram is read top to bottom: time increases when we go down.
- Activation period represents the time during which the instance is active (i.e. runs a method)



Sequence diagram

Sending messages

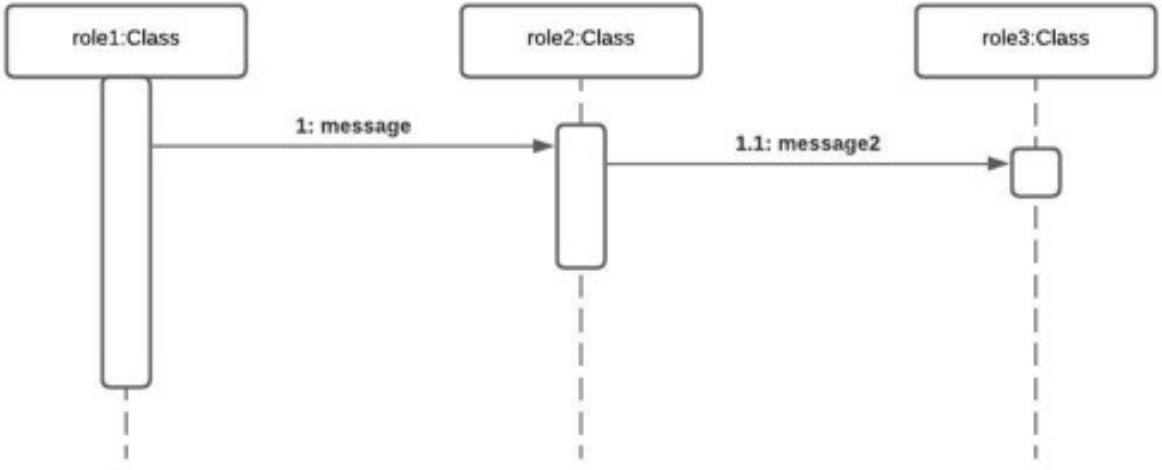
- Horizontal arrow from the sender's lifeline to the receiver.
- One message = 1 number (in sequential order) + a name.



Sequence diagram

Sending messages

- Horizontal arrow from the sender's lifeline to the receiver.
- One message = 1 number (in sequential order) + a name.
- When a message is sent while the previous one is not finished: sub-numbering.



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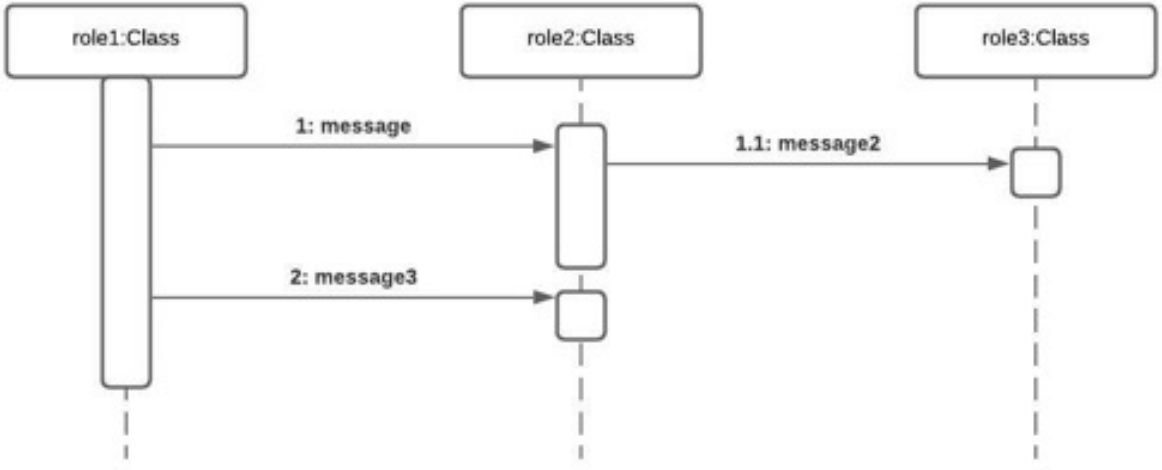


Sequence diagram

Sending messages

- The message can be
  - Synchronous: the sender stops its activity while the recipient is working on the message

  - Asynchronous: the sender does not stop its activity

  - Reply

- Possible to send message to itself

Sequence diagram

Sending messages

- The message does not have to have a name. In this case:

1: *

- The message can embed data through parameters

2: message(data)

3: message(param= data)

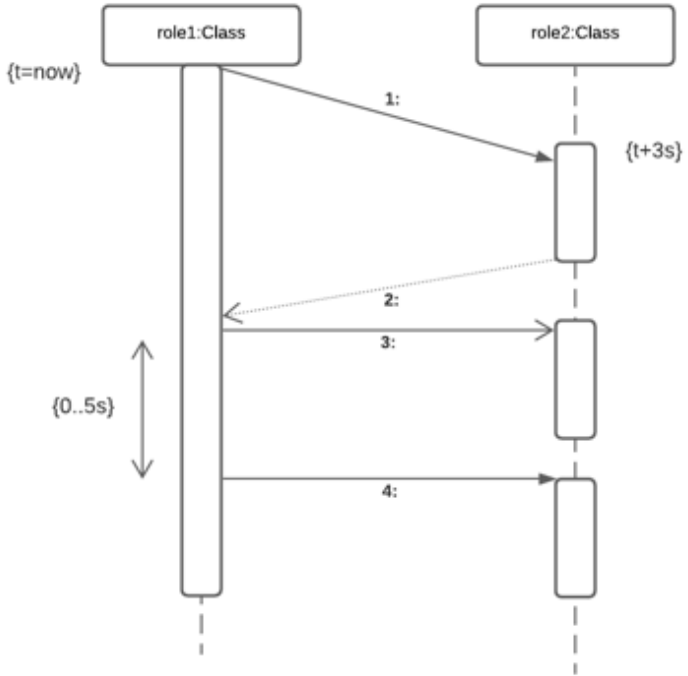
- Parameters can be omitted through ‘-’

4: message(-)

Sequence diagram

Taking time into account

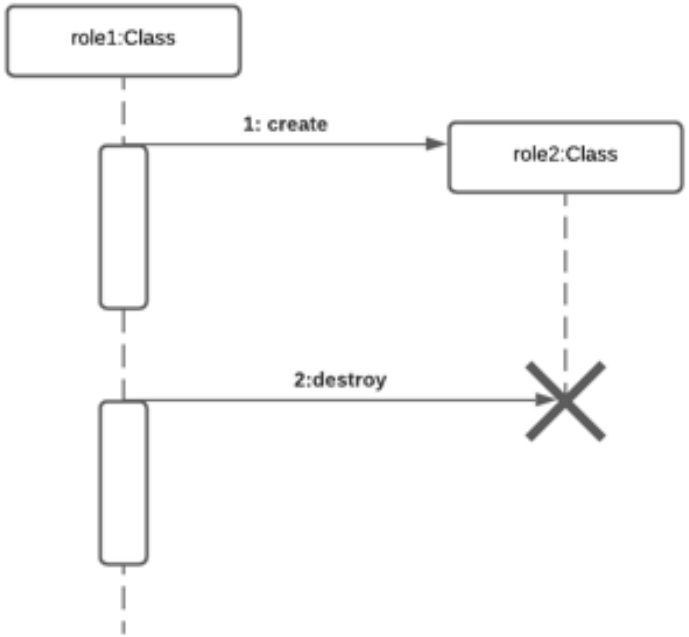
- If necessary, you can give time indication in your sequence diagram.
- Between brackets



Sequence diagram

Creating and destructing object

- Possible to create and destroy objects
- To create: start the lifeline at the message.
- To destroy: put a cross



Sequence diagram

Simple example