

OOP design diagrams

Basic diagrams that we are gonna discuss here is

- use case diagram
- sequence diagram
- activity diagram
- communication diagram
- object diagram
- communication diagram
- class diagram

Sequence diagrams

The type of diagrams that describe the interaction between system objects as a SEQUENCE of messages passed between the objects. It describes in what order a group of object work together.

The focus is less on messages themselves and more on the order in which messages occur; nevertheless, most sequence diagrams will communicate what messages are sent between a system's objects as well as the order in which they occur.

References

- <https://www.youtube.com/watch?v=WnMQ8HlmeXc>
- https://www.youtube.com/watch?v=m8lcp_Cid5o