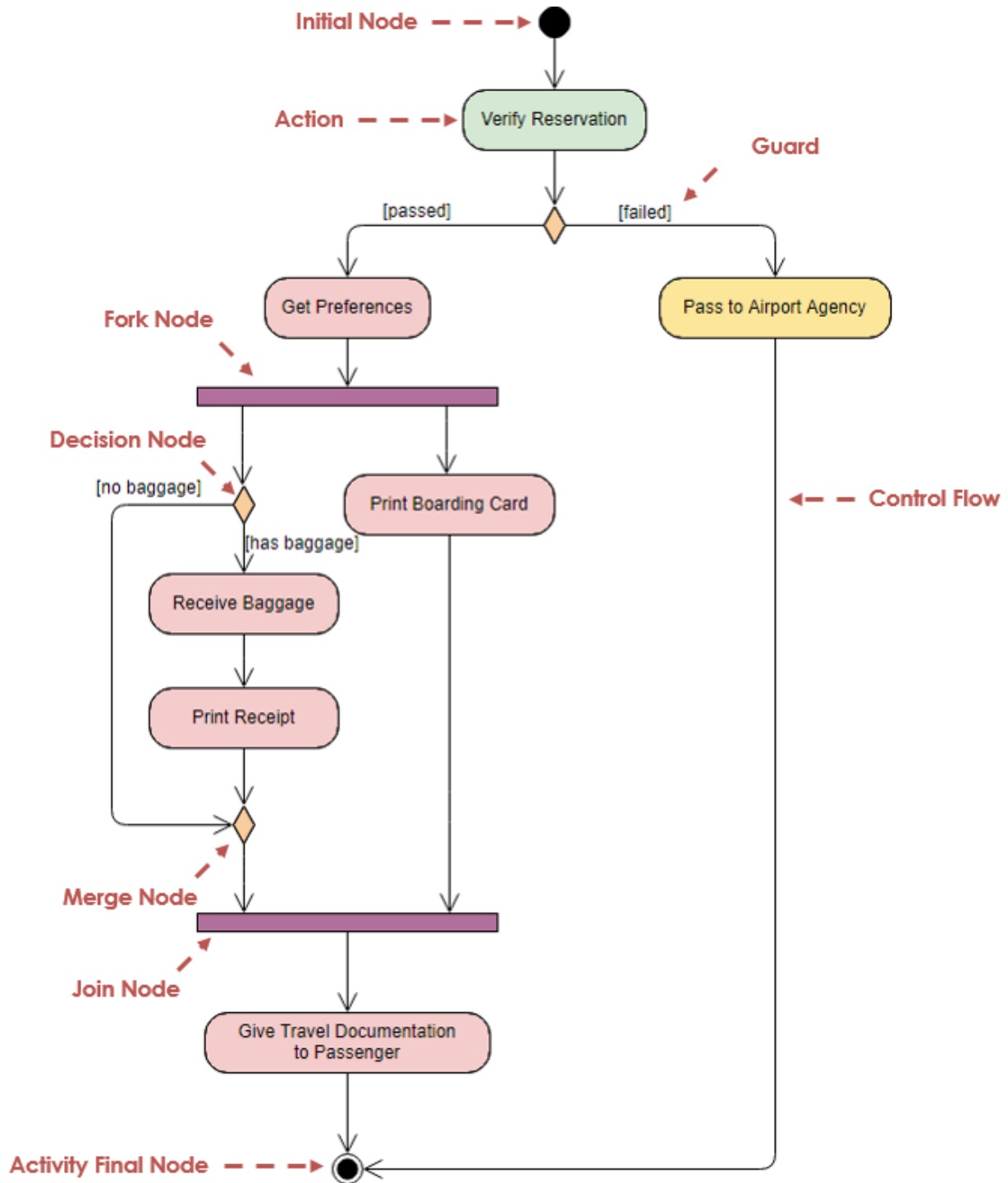
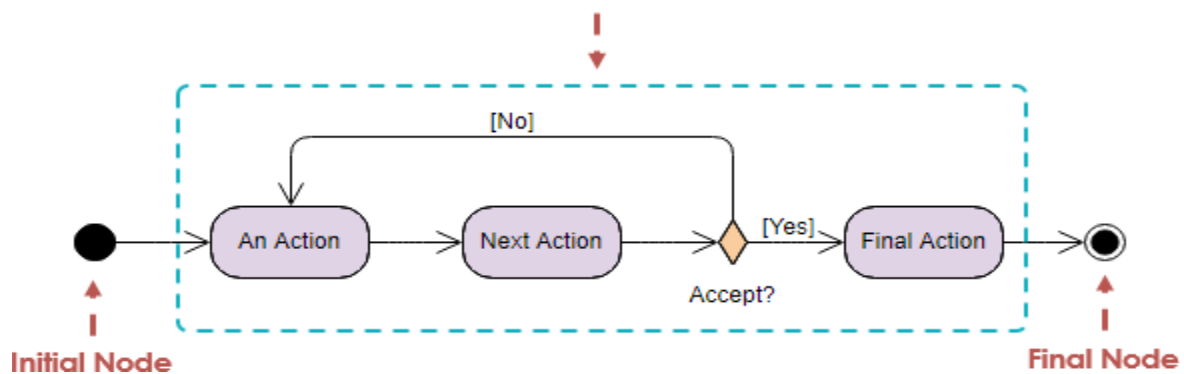


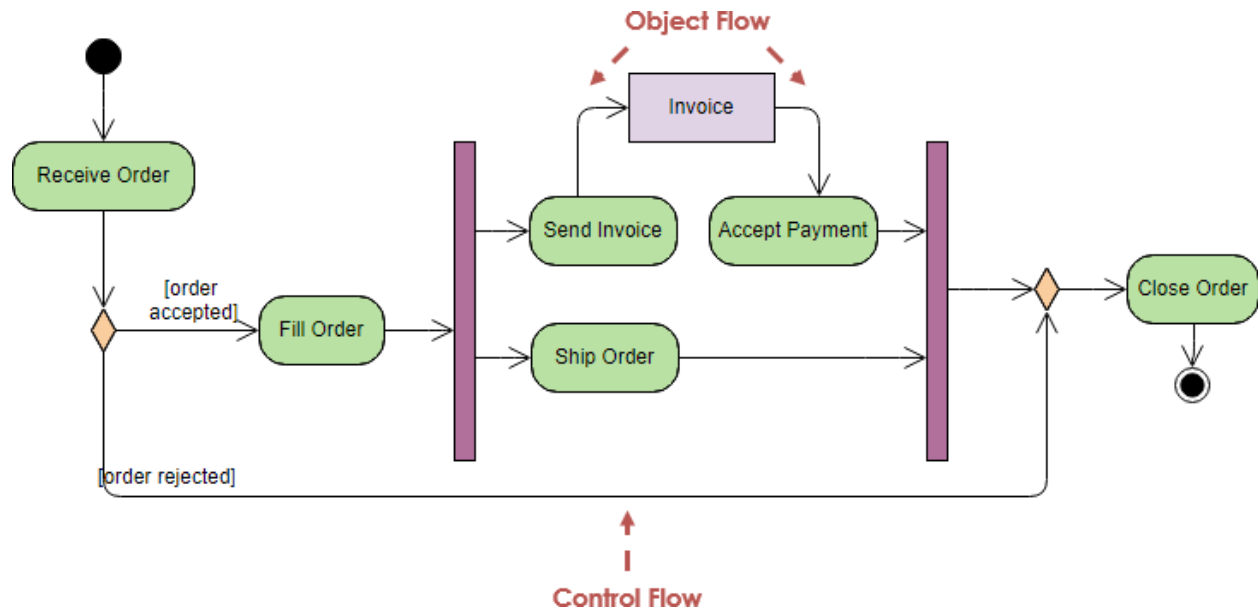
Activity Diagram Examples

Check-In in Airport



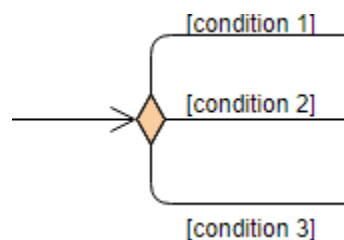
Flow of Actions





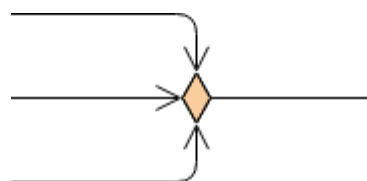
Decision Node

1. A decision node accepts tokens on an incoming edge and presents them to multiple outgoing edges.
2. Which of the edges is actually traversed depends on the evaluation of the guards on the outgoing edges.



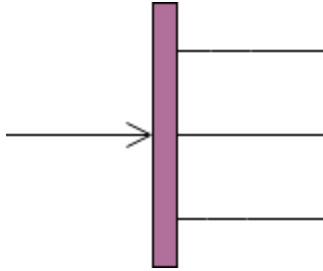
Merge Node

1. A merge node is a control node that brings together multiple alternate flows.
2. It is not used to synchronize concurrent flows but to accept one among several alternate flows.
3. A merge node has multiple incoming edges and a single outgoing edge.



Fork Node

1. A fork node is a control node that splits a flow into multiple **concurrent flows**.
2. A fork node has one incoming edge and multiple outgoing edges.



Join Node

1. A join node is a control node that **synchronizes multiple flows**.
2. A join node has multiple incoming edges and one outgoing edge.

