



SE-2002

SOFTWARE DESIGN AND ARCHITECTURE

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Interaction diagrams

TODAY'S OUTLINE

- Interaction Diagrams
 - Sequence Diagram
 - Collaboration Diagram
- Sequence Diagram
- Sequence Diagram Notations
- Sequence Diagram Example
- Sequence Diagram Advanced Notations
- Sequence Diagram Example

INTERACTION DIAGRAMS

- A type of behavior diagram
- A series of diagrams describing the *dynamic behavior* of an object-oriented system.
 - A set of messages exchanged among a set of objects within a context to accomplish a purpose.
- Often used to model the way a use case is realized through a sequence of messages between objects.
- The purpose of Interaction diagrams is to:
 - Model interactions between objects
 - Assist in understanding how a system (a use case) actually works
 - Verify that a use case description can be supported by the existing classes
 - Identify responsibilities/operations and assign them to classes

INTERACTION DIAGRAMS (CONT.)

- Two types of interaction diagrams
 - Collaboration Diagrams
 - Emphasizes structural relations between objects
 - Sequence Diagram
 - The subject of today

WHAT IS SEQUENCE DIAGRAM?

- A sequence diagram shows how objects interact in a specific situation. Sequence diagrams provide an **approximation of time** and the general sequence of these interactions by reading the diagram from top to bottom.
- They are also called event diagrams.
- Illustrates how objects interacts with each other.
- Emphasizes time ordering of messages.
- Can model simple sequential flow, branching, iteration, recursion and concurrency.

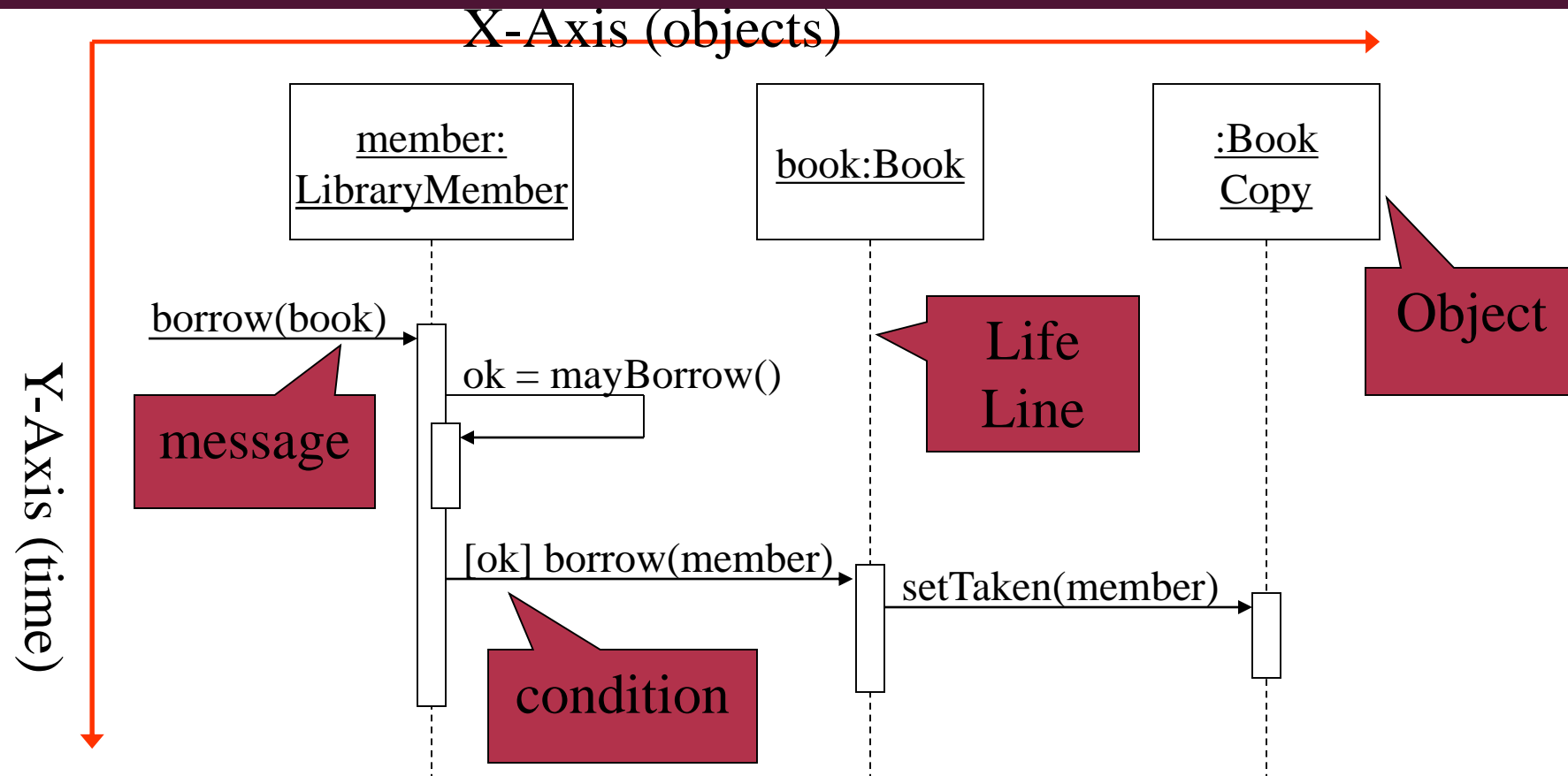
SEQUENCE DIAGRAMS

- They focus on **message sequences**, that is, how messages are sent and received between a number of objects.
- Sequence diagrams have two axes:
 - the vertical axis shows time and
 - the horizontal axis shows a set of objects.
- A sequence diagram also reveals the **interaction for a specific scenario**—a specific interaction between the objects that happens at some point in time during the system's execution (for example, when a specific function is used).

SEQUENCE DIAGRAMS

- A sequence diagram is enclosed by a **rectangular frame** with the name of the diagram shown in a pentagon in the upper-left corner prefixed by *sd*.
- *On the **horizontal axis*** are the objects involved in the sequence. Each is represented by an object rectangle with the object and/or class name underlined.
- The rectangle along with the vertical dashed line, called the object's lifeline, indicates the object's execution during the sequence (that is, messages sent or received and the activation of the object).
- Communication between the objects is represented as horizontal message lines between the objects' lifelines.
- To read the sequence diagram, start at the top of the diagram and read down to view the exchange of messages taking place as time passes.

A SEQUENCE DIAGRAM



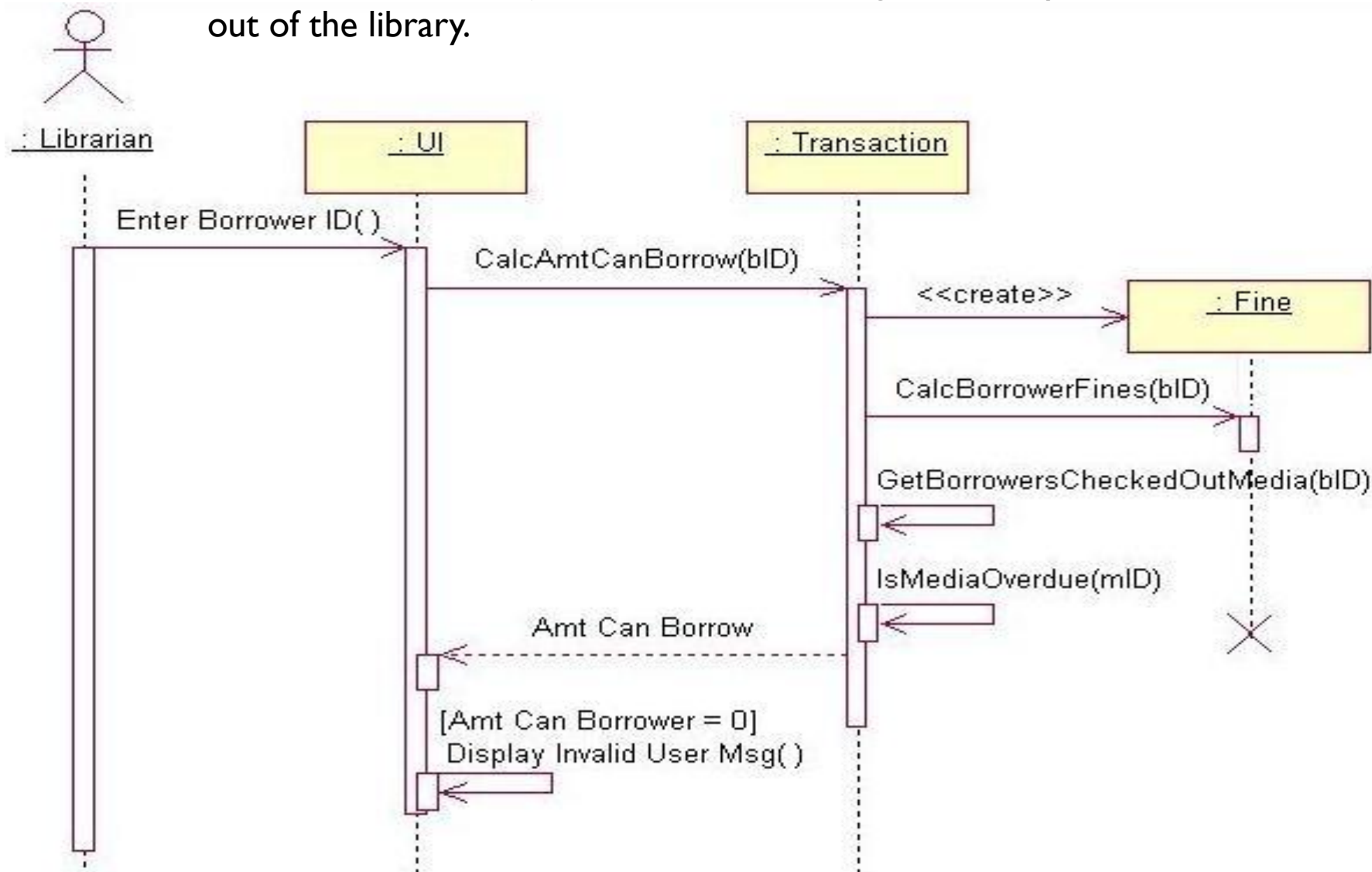
GENERIC AND INSTANCE FORM

- Sequence diagrams can be used in two forms:
 - the generic form and
 - the instance form.
- The **instance form** describes a specific scenario in detail; it documents one possible interaction. The instance form does not have any conditions, branches, or loops; it shows the interaction for just the chosen scenario.(e.g. Successful opening of an account)
- The **generic form** describes all possible alternatives in a scenario; therefore branches, conditions, and loops may be included .(e.g. Opening an account)

EXAMPLE

- Here are the steps that occur in the use case named 'Borrow Book'.
- The librarian enters the borrower id in the system through UI to get the details about the number of books borrower can have.
- The UI calls the transaction object to calculate the amount that can be borrowed.
- Transactions objects creates and calculate the fine for borrower id .
- Borrowers checked out media and overdue media is also checked by transaction object and then returned to UI to displays this information for the librarian.
- If borrower's amount is equal to zero then UI displays the invalid message.

This particular sequence, shown in Figure , documents the interaction that occurs between business objects when determining how many items a borrower can check out of the library.

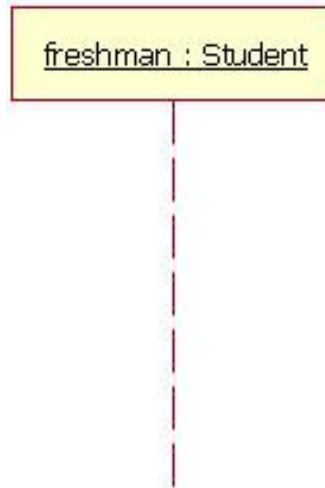




BASIC NOTATIONS

CLASS ROLES OR PARTICIPANTS

Class roles describe the way an object will behave in context. Use the UML object symbol to illustrate class roles, but don't list object attributes.



An example of the Student class whose instance name is freshman

Instance Name : Class Name

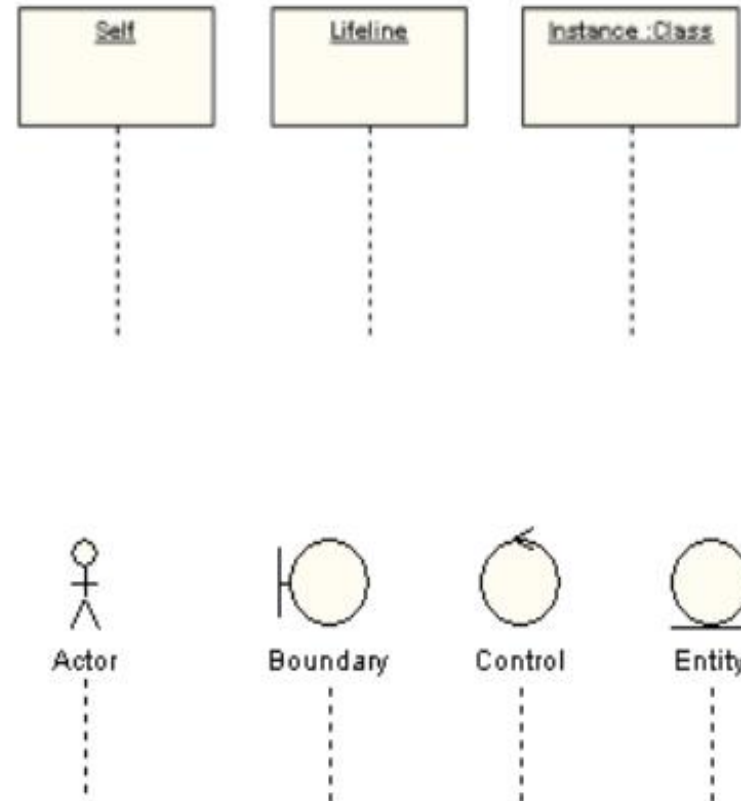
ACTOR SYMBOL

- Represented by a stick figure, actors are entities that are both interactive with and external to the system.



LIFELINES

- An activated object is either executing its own code or is waiting for the return of another object to which it has sent a message.
- The lifeline represents the existence of an object at a particular time; it is drawn as an object icon with a dashed line extending down to the point at which the object stops existing.
- Lifelines indicate the object's presence over time.



ACTIVATION OR EXECUTION OCCURRENCE

- Activation boxes represent the time an object needs to complete a task. When an object is busy executing a process or waiting for a reply message, use a thin gray rectangle placed vertically on its lifeline.



Activation or Execution Occurrence

MESSAGE

- A message is a communication between objects that conveys information with the expectation that action will be taken.
- Messages can be signals, operation invocations, or something similar (for example, remote procedure calls)
- In the sequence diagram, communication between the objects can be shown with distinct message types.

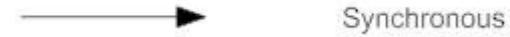
MESSAGES (CONT.)



- A message is represented by an arrow between the life lines of two objects.
 - The time required by the receiver object to process the message is denoted by an *activation-box*.
- A message is labeled at minimum with the message name.
 - Arguments and control information (conditions, iteration) may be included.

TYPES OF MESSAGES

■ Synchronous Message



Synchronous

- A synchronous message indicates wait semantics.
- 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.



Simple, also used for asynchronous

■ Asynchronous message



Asynchronous

- An asynchronous message reveals that the sending object does not wait, but continues to execute immediately after having sent the message (any result is typically sent back as an asynchronous message as well).

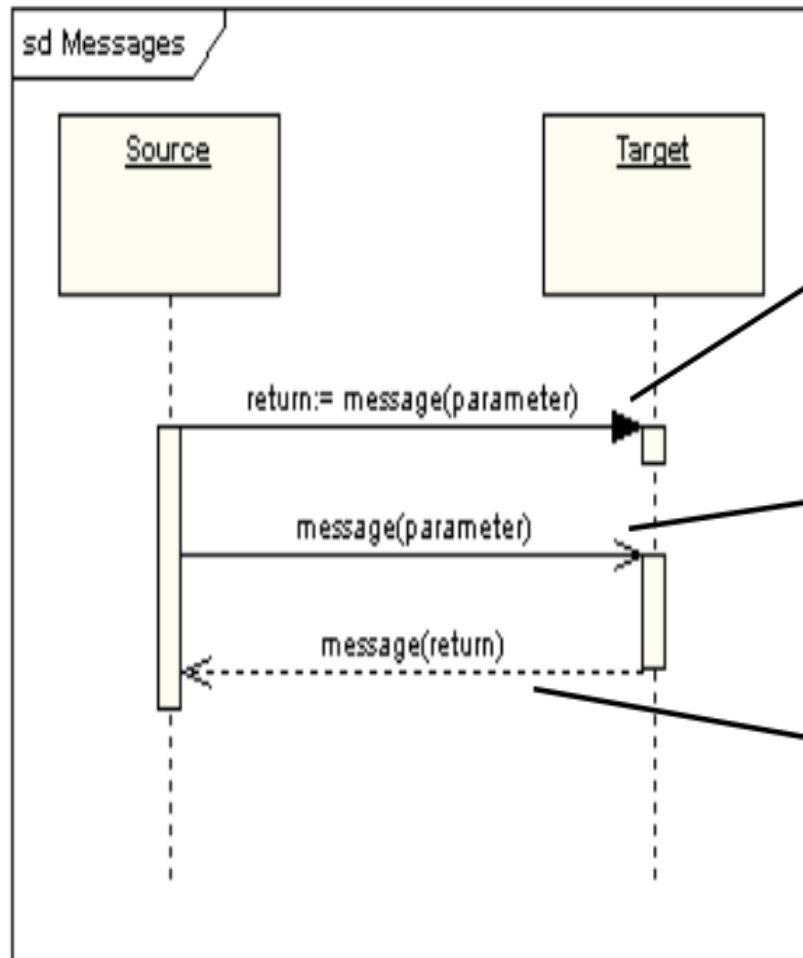


Reply or return message

■ Reply or Return Message

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

EXAMPLE



synchronous message line
denoted by the solid arrowhead

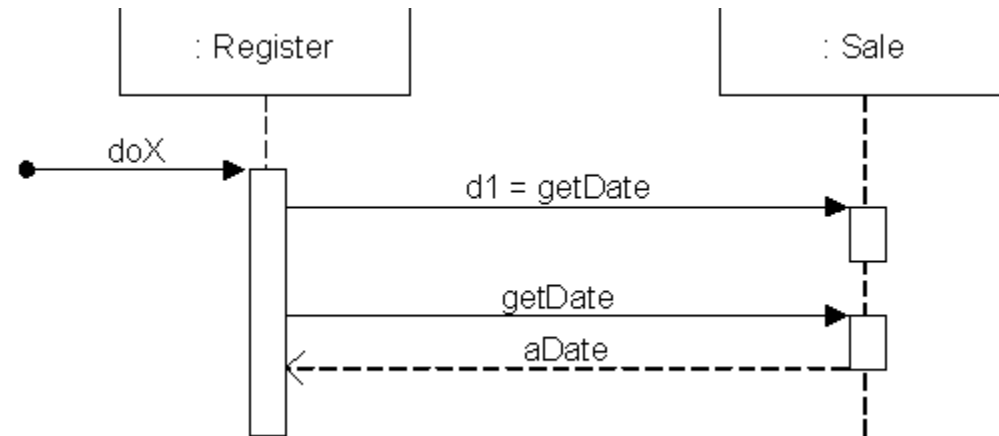
asynchronous message line
denoted by line arrowhead

return message line
denoted by dashed line

REPLY OR RETURN

There are two ways to show return result from a message:

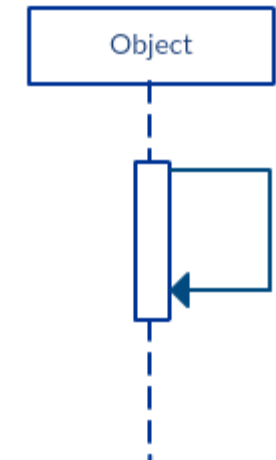
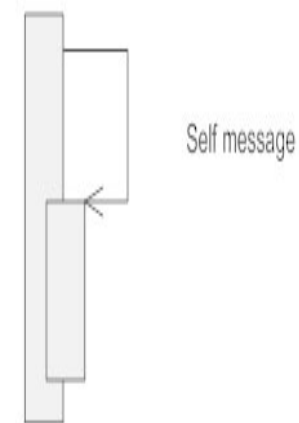
- Using the message syntax `returnVar=message(parameter)`
- Using a reply(or return) message line at the end of an activation bar.



TYPES OF MESSAGES

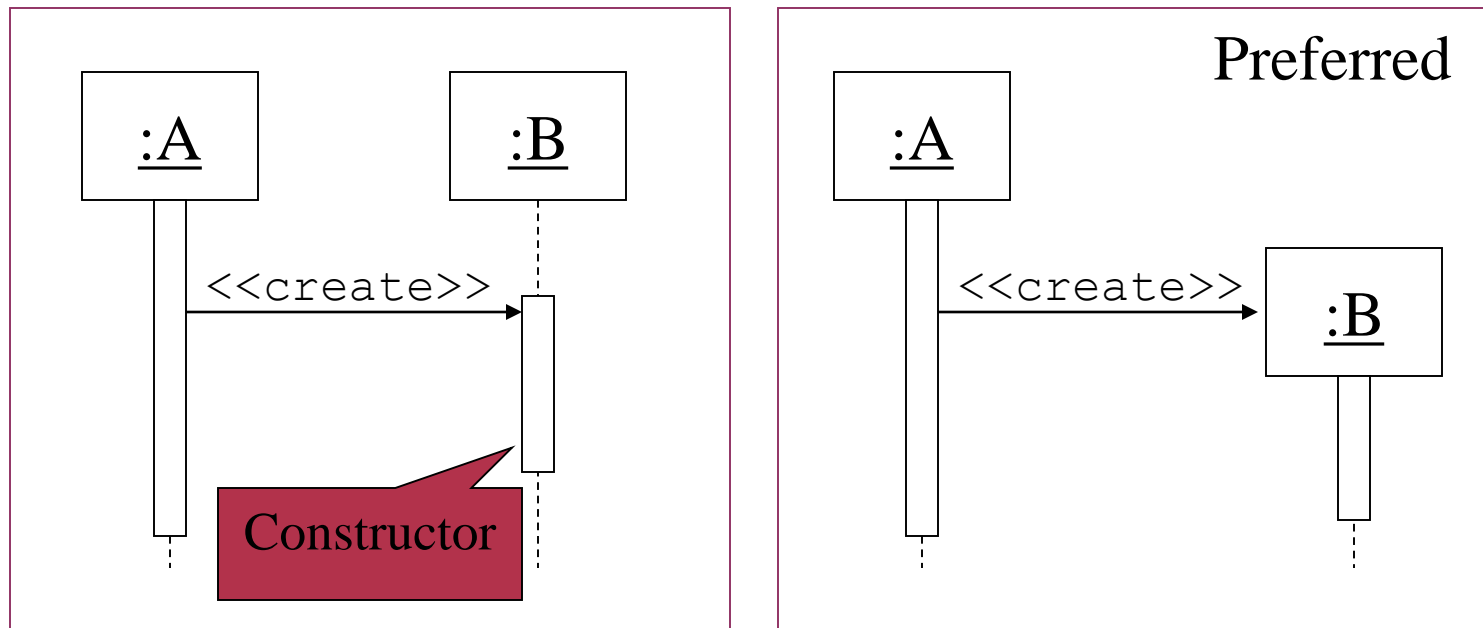
- **Self Message/Reflexive message**

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



TYPES OF MESSAGES

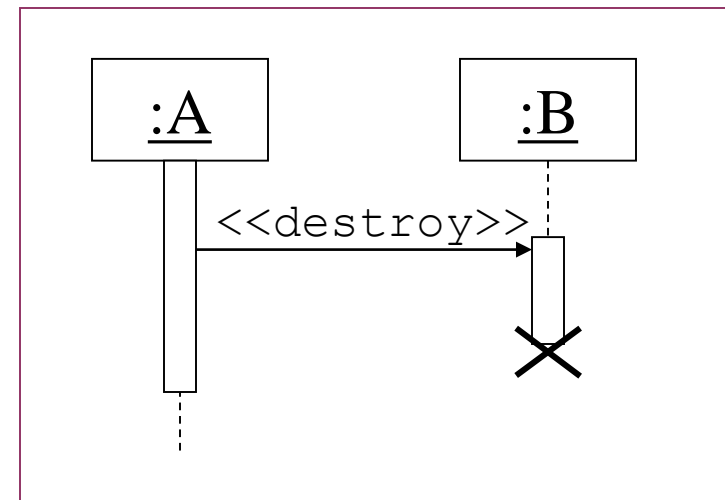
- Create Message
- An object may create another object via a **<<create>>** message.



TYPES OF MESSAGES

- An object may destroy another object via a **<<destroy>>** message.
- An object may destroy itself.
- Avoid modeling object destruction unless memory management is critical.

Objects can be terminated early using an arrow labeled "<< destroy >>" that points to an X. This object is removed from memory. When that object's lifeline ends, you can place an X at the end of its lifeline to denote a destruction occurrence



TYPES OF MESSAGES

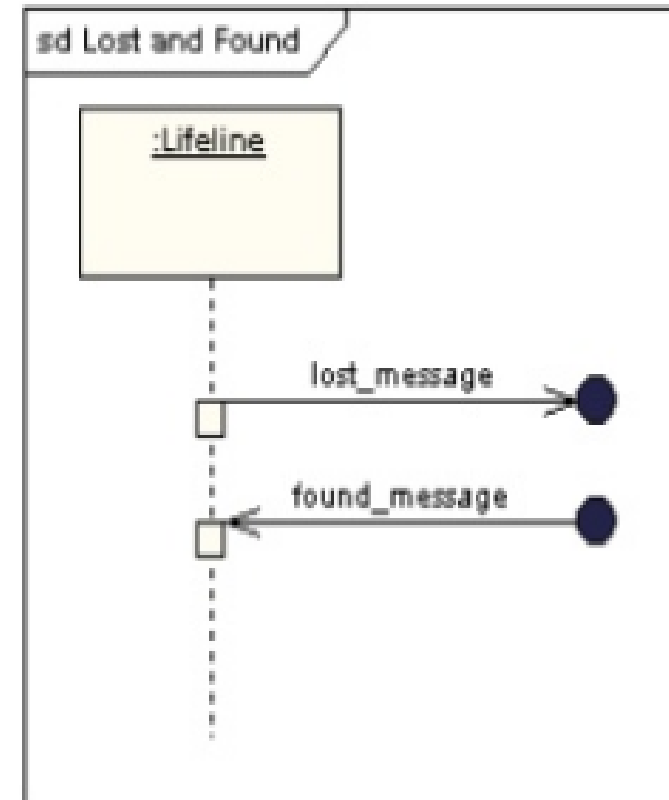
Found Message

A message sent from an unknown recipient or from a sender not shown on the current diagram, shown by an arrow from an endpoint to a lifeline.



■ Lost Message

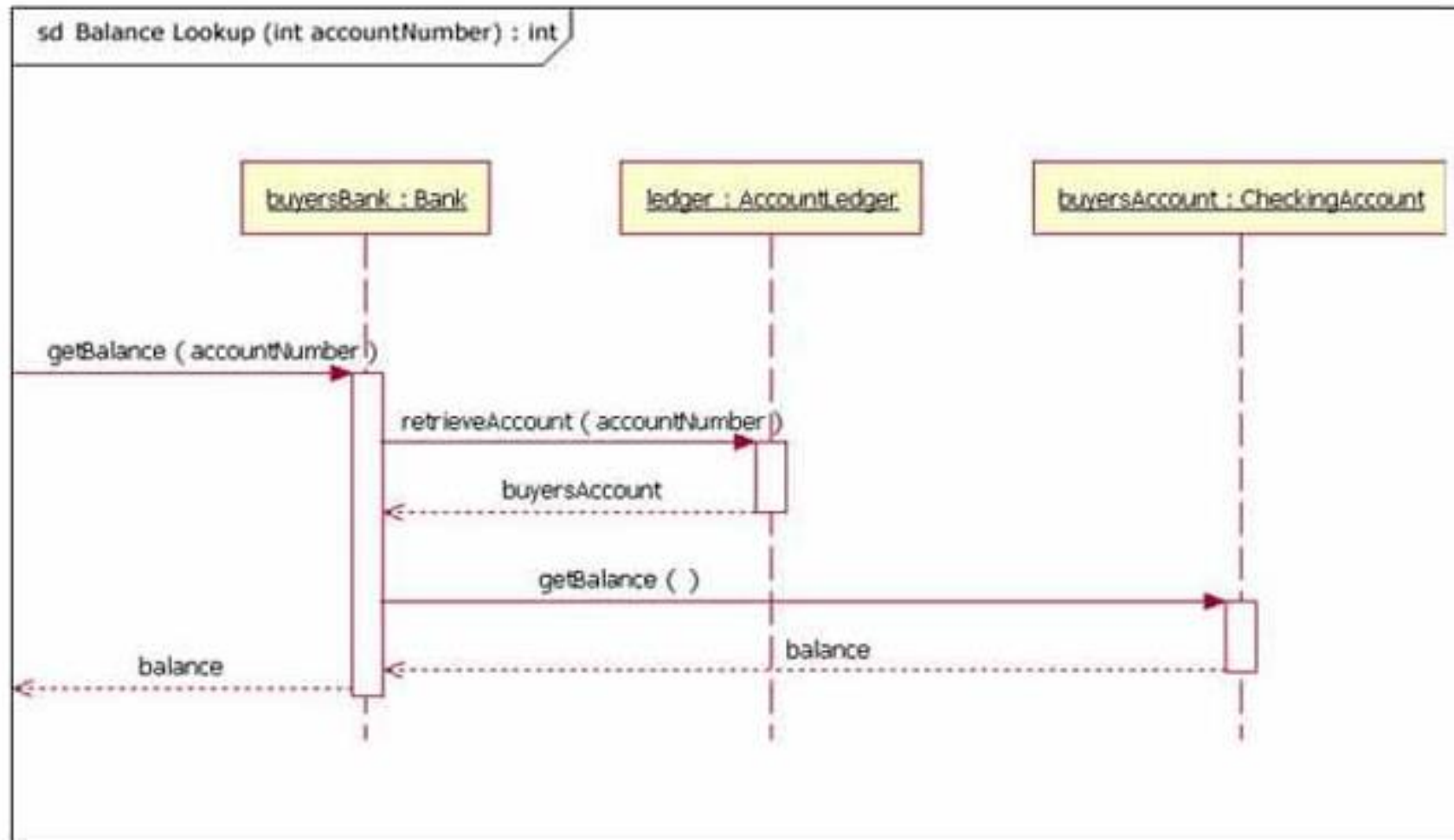
A message sent to an unknown recipient that is not shown on the diagram. It's shown by an arrow going from a lifeline to an endpoint, a filled circle.



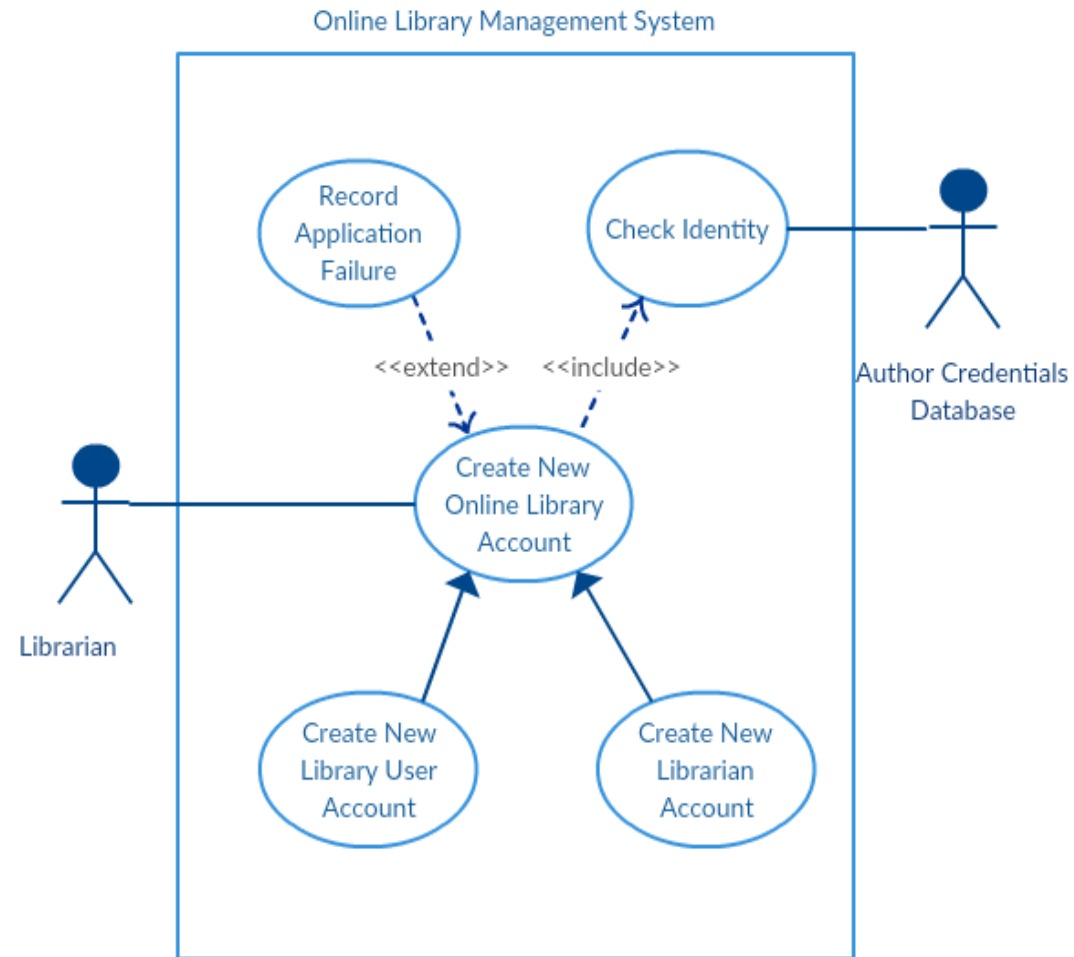
EXAMPLE: BALANCE LOOKUP USE CASE

- Customer asks the bank for his account balance.
- Bank verifies his account number from the account ledger.
- Bank then sends message to checkaccount for getting the balance.
- The bank informs the customer about balance.

SEQUENCE DIAGRAM- EXAMPLE



EXAMPLE: SEQUENCE DIAGRAM FROM USE CASES



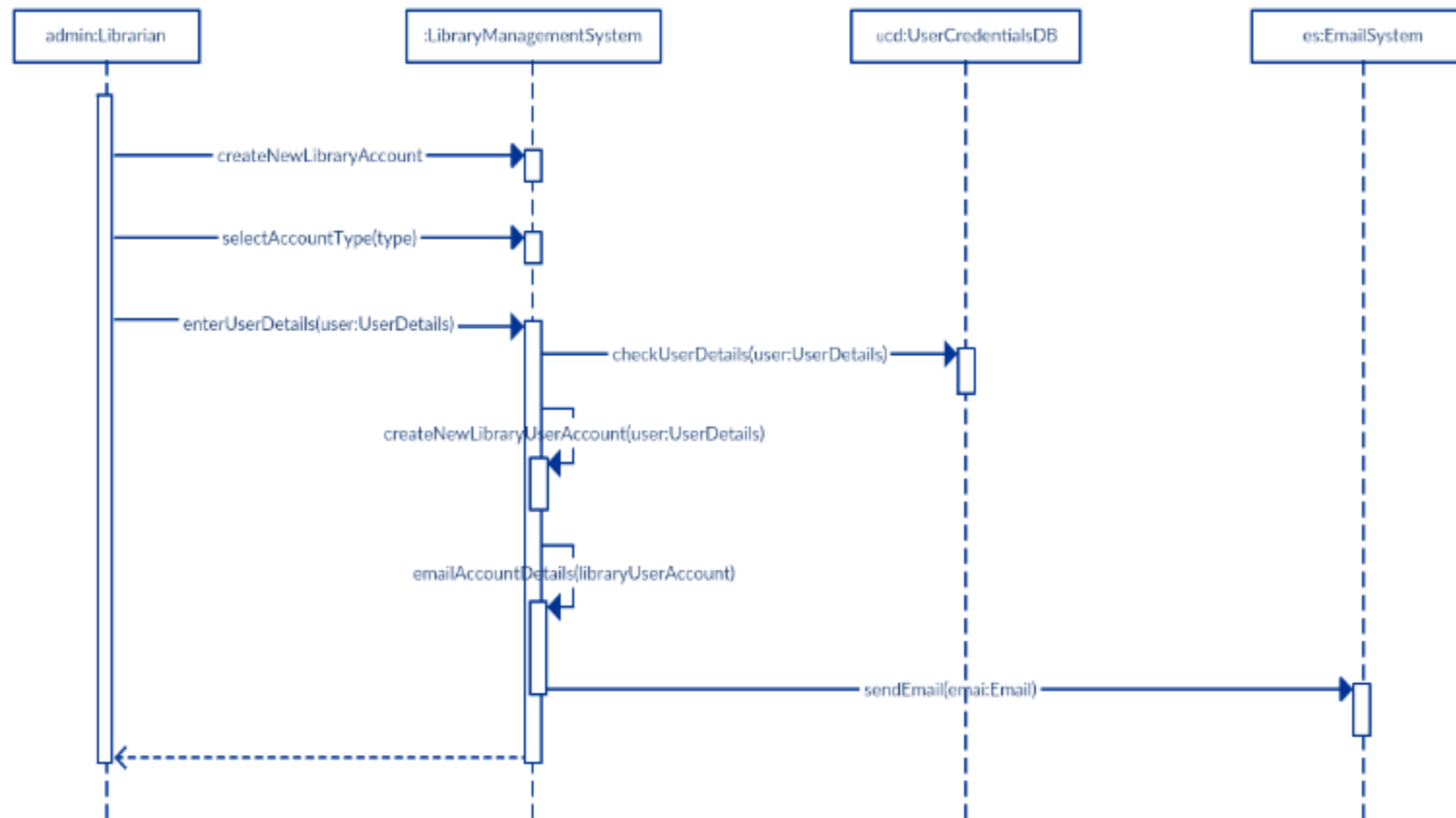
USE CASE DESCRIPTION

- Here are the steps that occur in the use case named 'Create New Library User Account'.
 - The librarian request the system to create a new online library account
 - The librarian then selects the library user account type
 - The librarian enters the user's details
 - The user's details are checked using the user Credentials Database
 - The new library user account is created
 - A summary of the of the new account's details are then emailed to the user

EXAMPLE: 'CREATE NEW USER ACCOUNT' --SEQUENCE DIAGRAM.

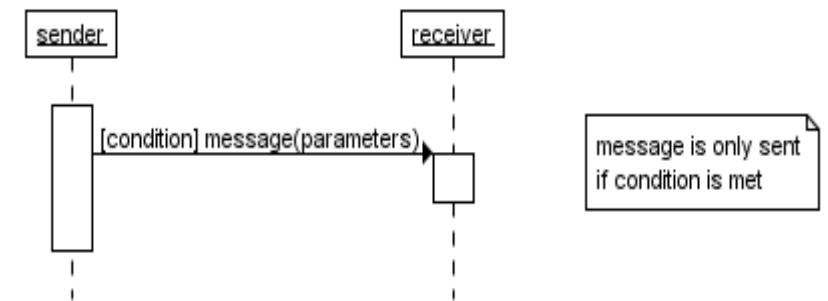
- Before drawing the sequence diagram, it's necessary to identify the objects or actors that would be involved in creating a new user account. These would be;
- Librarian
- Online Library Management system
- User credentials database
- Email system

SOLUTION

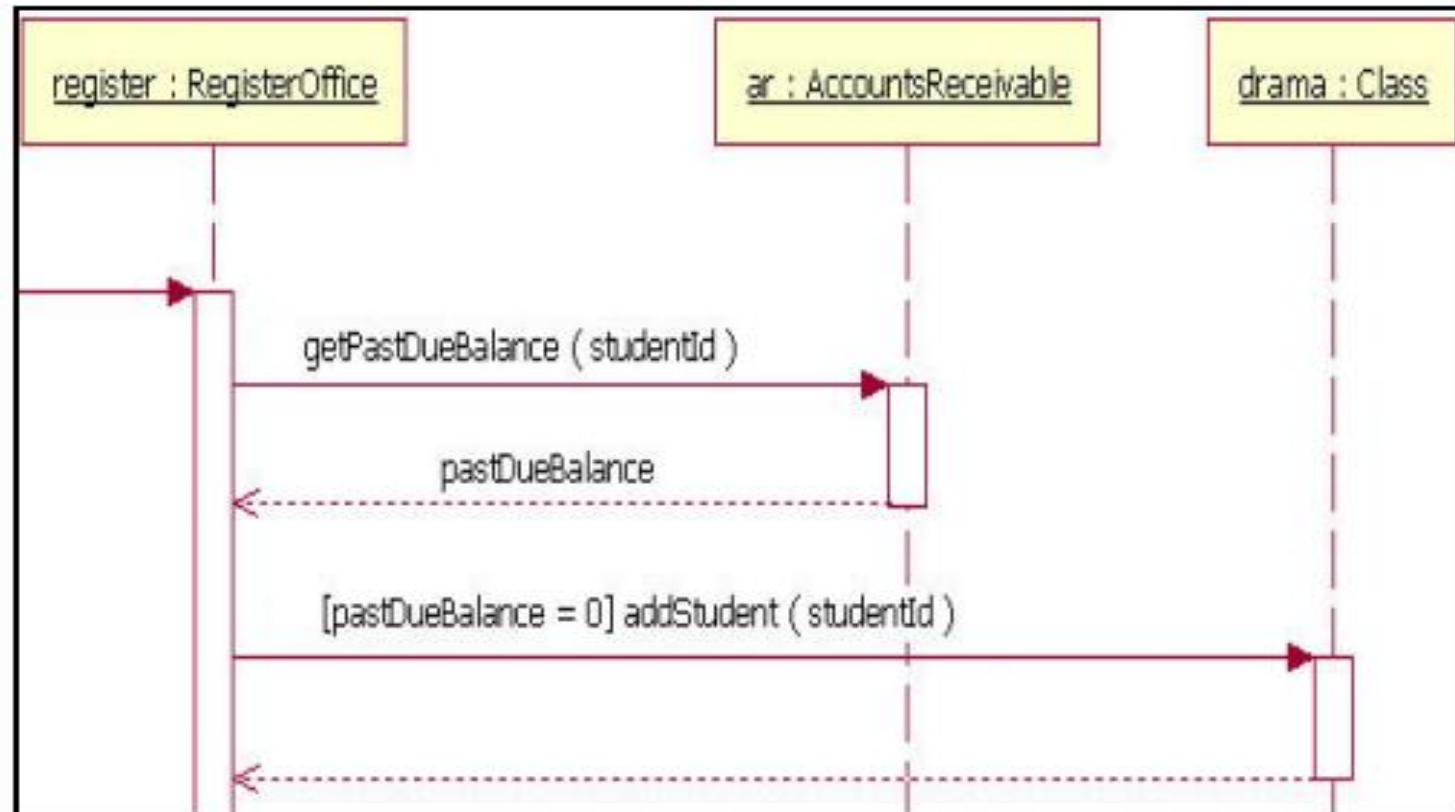


GUARDS

- There will be times when a condition must be met for a message to be sent to the object. i.e Conditional interaction
- There will be certain prerequisite for communication or a message to be sent to the sender.
- These conditions are attributed as “Guard” in sequence diagram, a guard behaves like “if statements” in the sequence diagram.
- They are used to control the flow of the messages between objects.

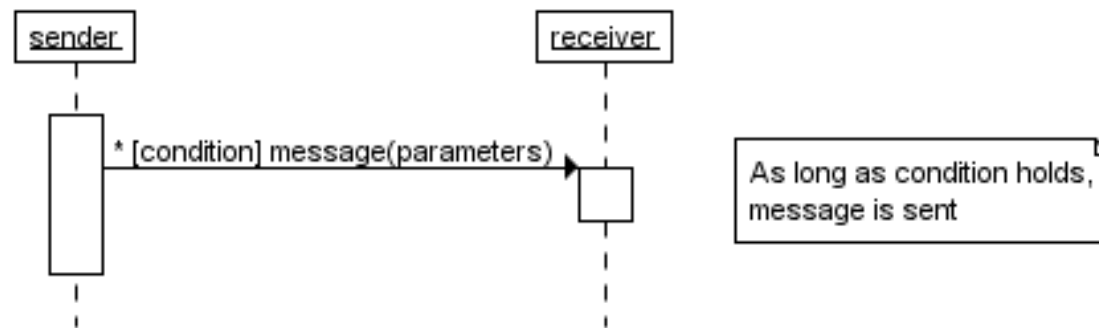


GUARDS



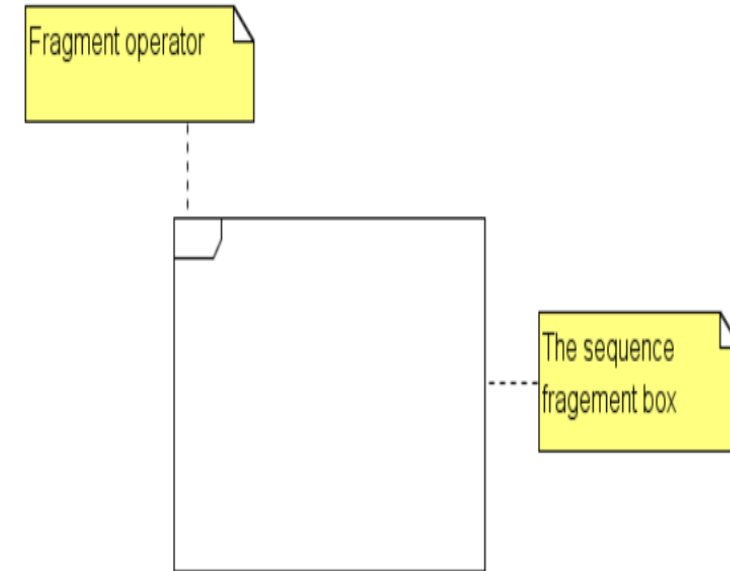
REPEATED INTERACTION

- When a message is prefixed with an asterisk (the '*'-symbol), it means that the message is sent repeatedly. A guard indicates the condition that determines whether or not the message should be sent (again). As long as the condition holds, the message is repeated.



FRAGMENTS

- Sequence diagrams can be broken up into chunks called fragments or combined fragments.
- **Manage complex interactions with sequence fragments**
- It is used to show complex interactions such as alternative flows and loops in a more structured way. On the top left corner of the fragment sits an operator. This – the fragment operator – specifies what sort of a fragment it is.
 - Fragment types: ref, loop, break, alt, opt, parallel
- Sequence fragments make it easier to create and maintain accurate sequence diagrams



FRAME

- If -> (opt) [condition]
- if/else -> (alt) [condition],
separated by horizontal dashed line
- loop -> (loop) [condition or
items to loop over]

Frame Operator	Description
alt	Alternative fragment for mutual exclusive logic expressed in the guards.
loop	Loop fragment while guard is true. Can also write loop(n) to indicate looping n times.
Opt	Optional fragment that execute if the guard is true.
par	Parallel fragments that execute in parallel.
region	Critical region within which only one thread can run.

CONDITIONAL BEHAVIOR-OPTION

- The option combination fragment is used to model a sequence that, given a certain condition, will occur; otherwise, the sequence does not occur.
- An option is used to model a simple "if then" statement
 - Example, if there are fewer than five donuts on the shelf, then make two dozen more donuts.

CONDITIONAL BEHAVIOR-ALT

- When showing conditional behavior, the interaction operator keyword **alt** is put in the pentagram, the fragment is partitioned horizontally with a dashed line separator, and constraints are shown in square brackets .
- At most one of the alternatives occurs;

LOOPS

- A repetition or loop within a sequence diagram is depicted as a frame.
- In the frame's name box the text "loop" is placed.
- Loops are designated by placing the interaction operator keyword loop in the pentagram. Textual syntax of the loop operand is “loop [‘(<minint> [,<maxint>] ’)” .
- Inside the frame's content area the loop's guard is placed towards the top left corner, on top of a lifeline.

A SIMPLE EXAMPLE OF TWO OPERATIONS BEING REPEATED FIVE TIMES.

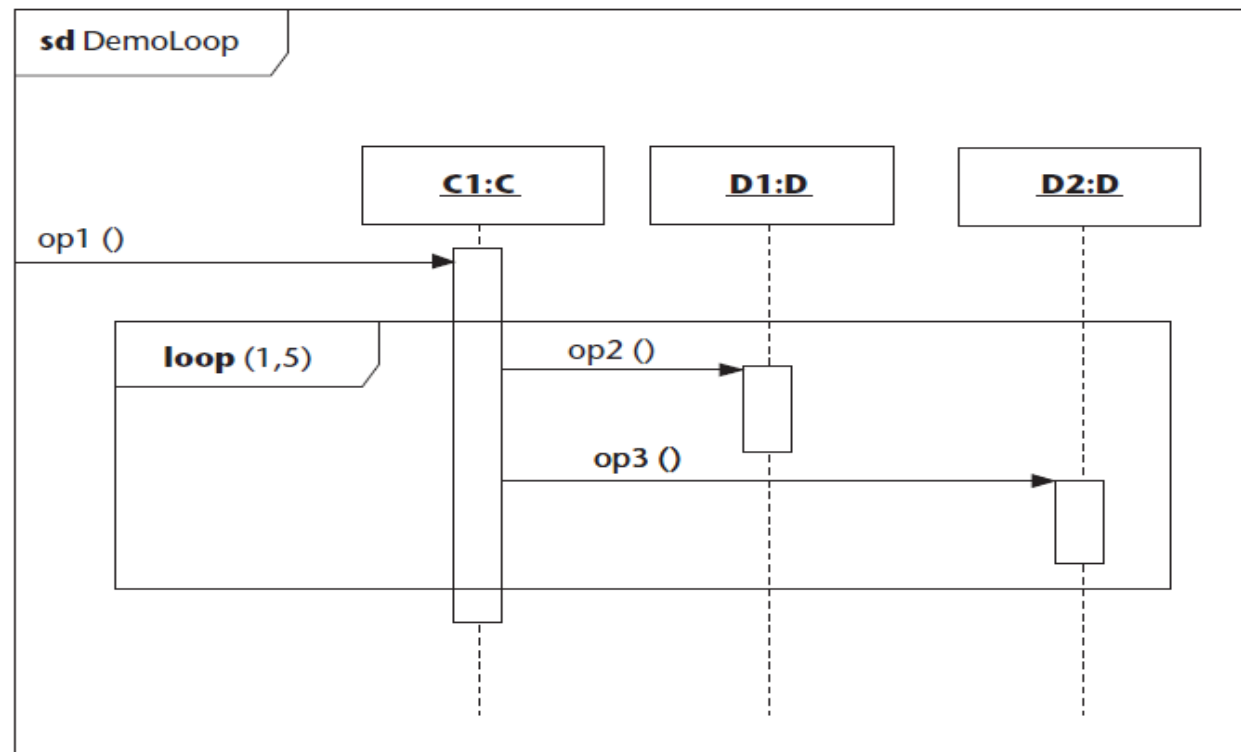
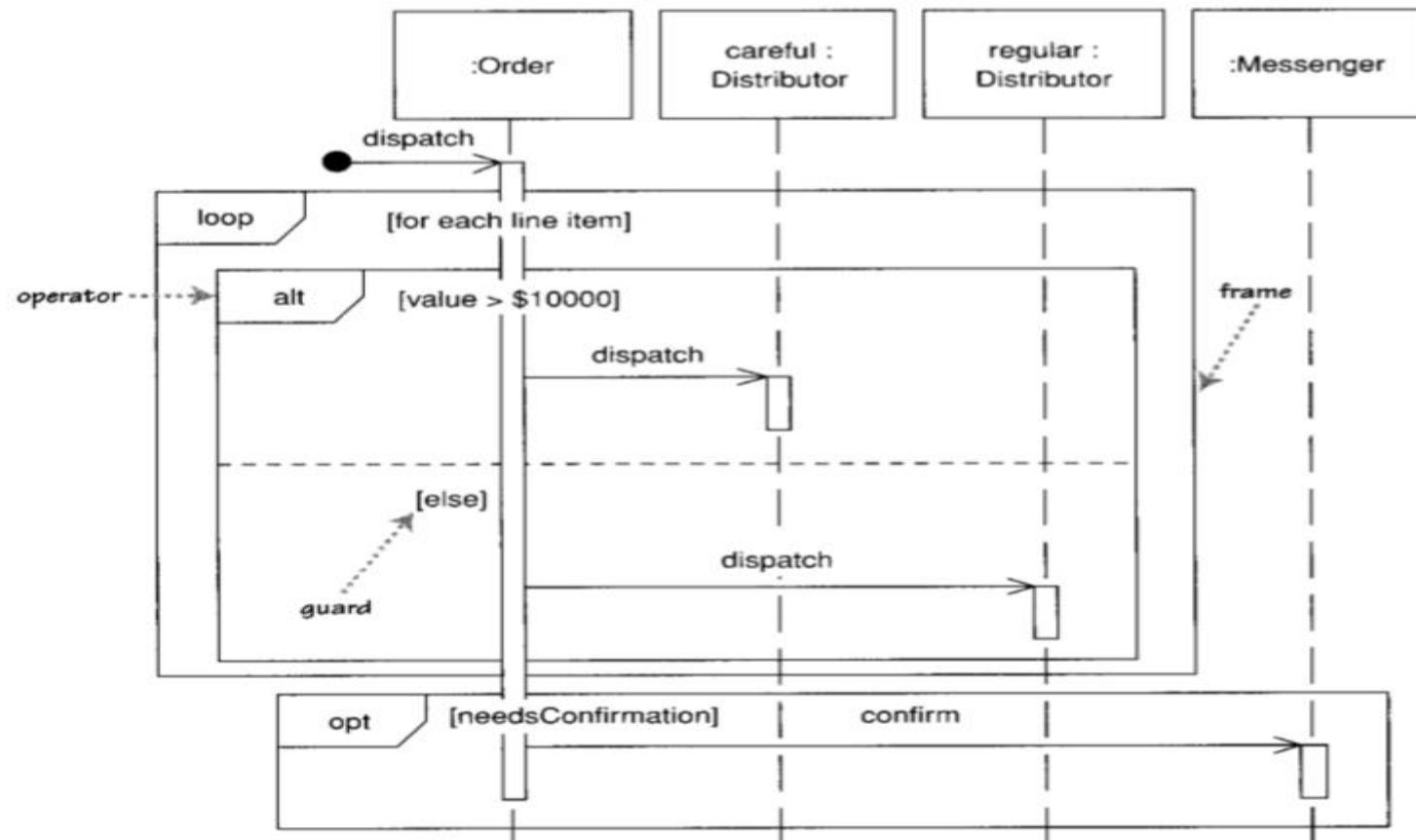


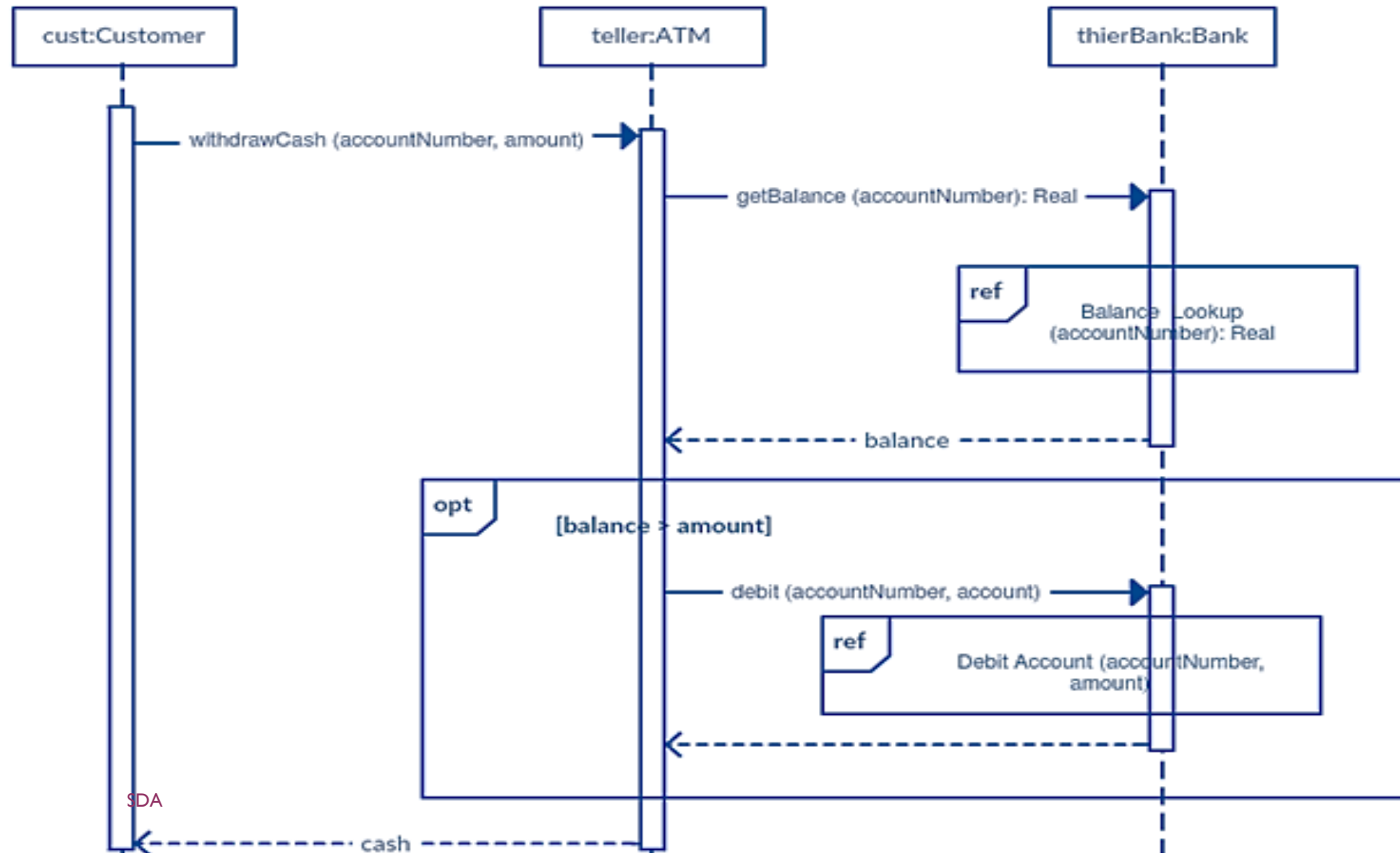
Figure 5.31 Iteration expressed with a loop operand.



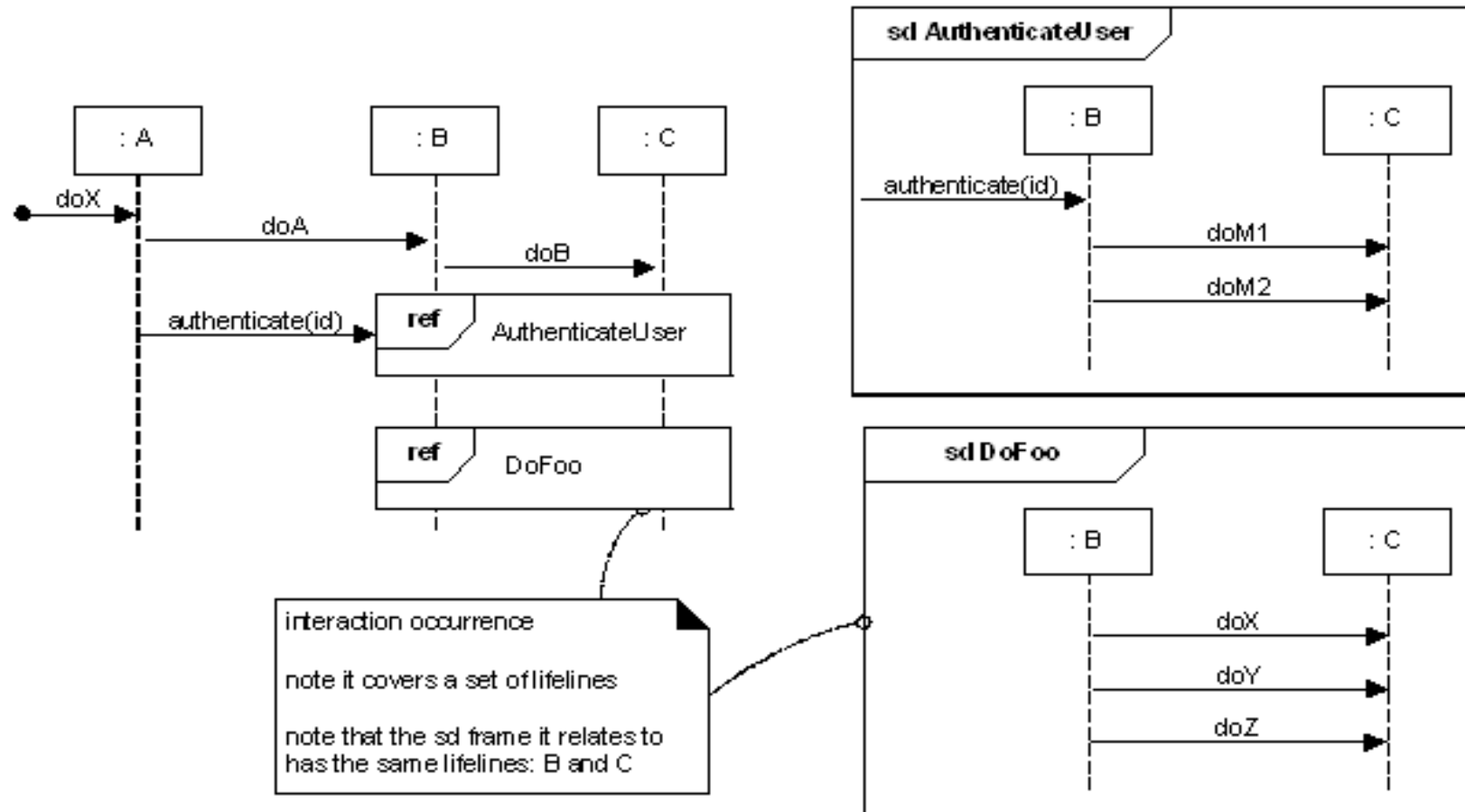
REFERENCE FRAGMENT

- You can use the **ref** fragment to manage the size of large sequence diagrams. It allows you to reuse part of one sequence diagram in another, or in other words, you can reference part of a diagram in another diagram using the ref fragment.
- To specify the reference fragment, you have to mention 'ref' in the name box of the frame and the name of the sequence diagram that is being referred to inside the frame.

REFERENCE FRAGMENT- EXAMPLE



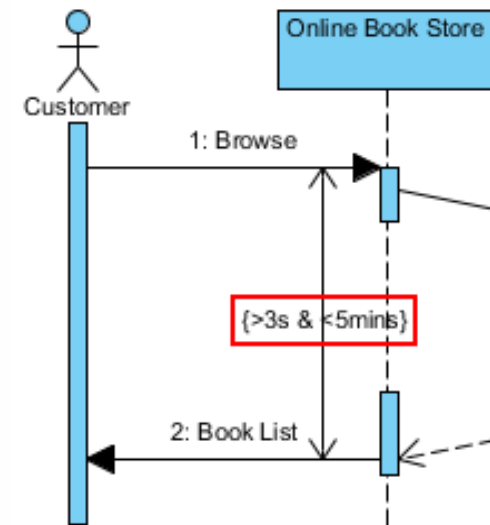
REFERENCE FRAGMENT- EXAMPLE



SPECIFYING TIMING REQUIREMENTS

- When modeling a real-time system, or even a time-bound business process, it can be important to consider the length of time it takes to perform actions.
- Assume you need to specify the time limit between Browse message and Book List message, you therefore, have to add duration constraint between them.
- For example, it should take more than 3 seconds but less than 5 minutes.

You can enter > 3s & < 5mins.



HOW TO PRODUCE SEQUENCE DIAGRAMS

1. Decide on Context:
 - a) Identify behavior (or use case) to be specified
2. Identify structural elements:
 - a) Model objects (classes)
 - b) Model lifelines
 - c) Model activations
 - d) Model messages
 - e) Model Timing constraints
3. Elaborate as required

WHY NOT JUST CODE IT?

- Sequence diagrams can be somewhat close to the code level. So why not just code up that algorithm rather than drawing it as a sequence diagram?
- A good sequence diagram is still a bit above the level of the real code (not all code is drawn on diagram)
- Non-coders can do sequence diagrams
- Easier to do sequence diagrams as a team
- Can see many objects/classes at a time on same page (visual bandwidth)

SEQUENCE DIAGRAMS AND USE CASES SYSTEM

SEQUENCE DIAGRAM

- System sequence diagrams are actually a sub-type of sequence diagrams.
- Sequence diagrams show the progression of events over a certain amount of time, while system sequence diagrams go a step further and present sequences for specific use cases.

SEQUENCE DIAGRAMS AND USE CASES SYSTEM

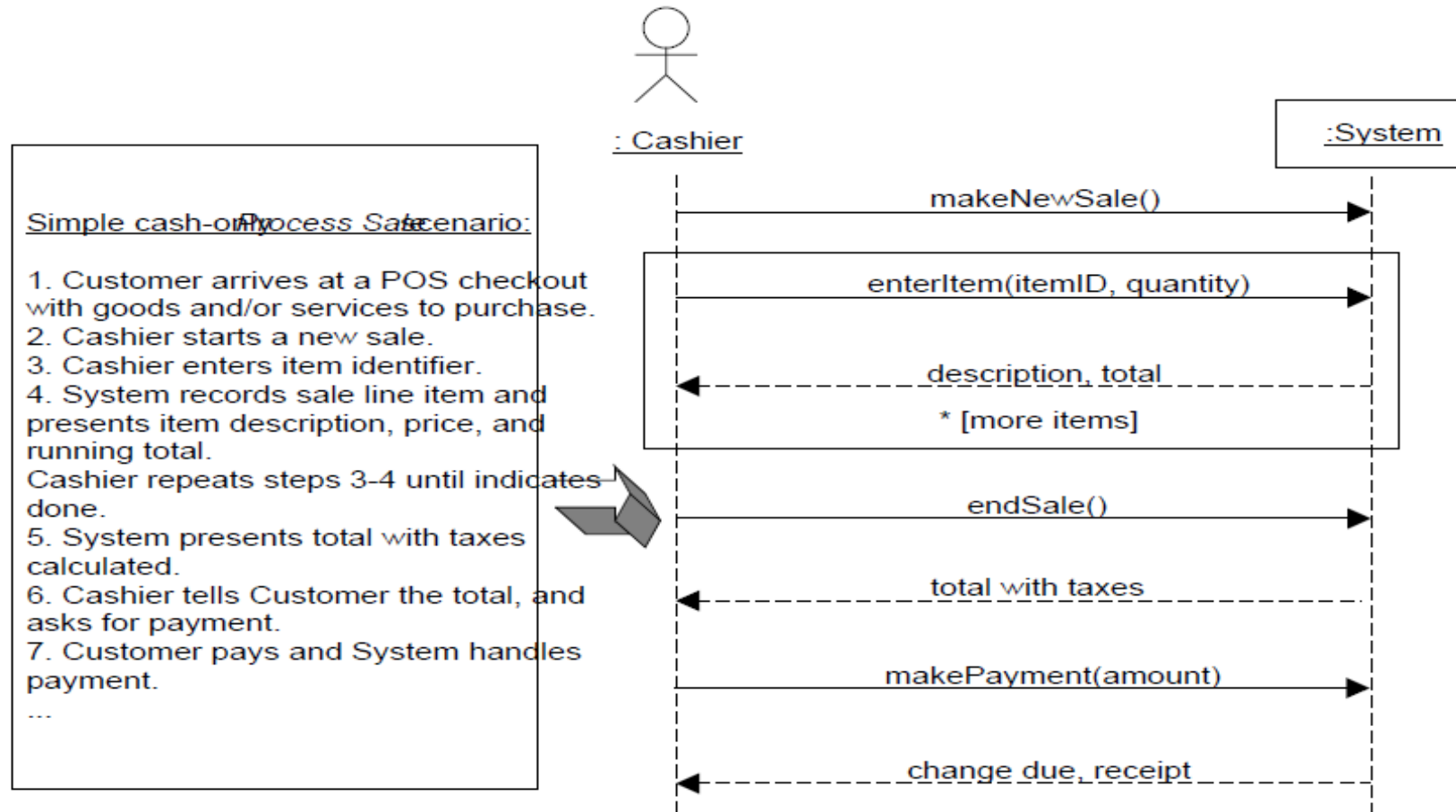
SEQUENCE DIAGRAM

- SSD: The elements participating (exchanging messages) in a system sequence diagram are *Actors* and *Systems*. The messages exchanged by these elements could be any type depending on the systems (from web service calls to data input from a human).
- SD: The elements participating in a sequence diagram are objects (instances of various classes). The messages exchanged by these elements are method invocations.

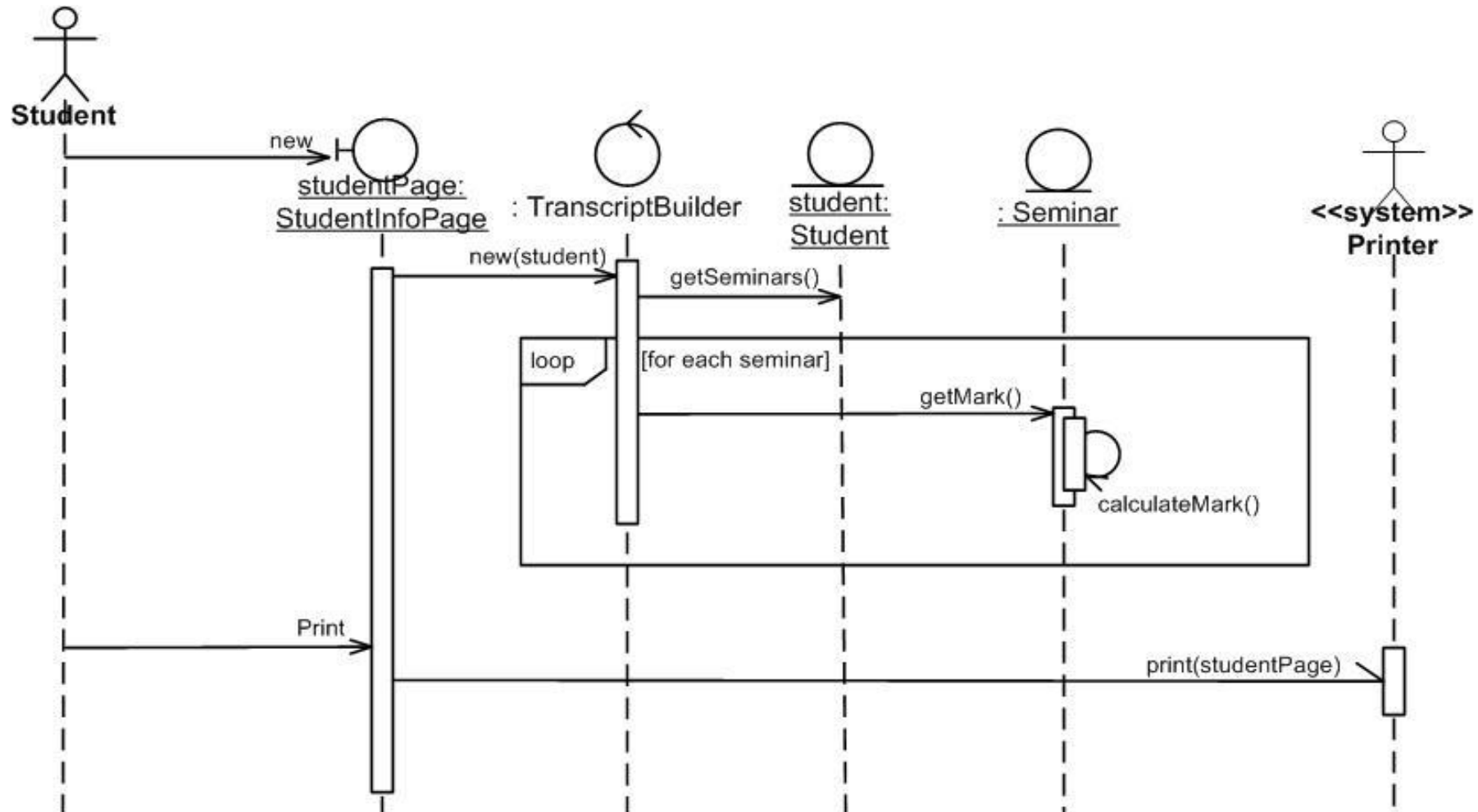
SYSTEM SEQUENCE DIAGRAM (SSD)

- A system sequence diagram (SSD) is a picture that shows, for a particular scenario of a use case, the events that external actors generate, their order, and inter-system events.
- All systems are treated as a black box; the emphasis of the diagram is events that cross the system boundary from actors to systems.
- An SSD should be done for the main success scenario of the use case, and frequent or complex alternative scenarios.

SYSTEM SEQUENCE DIAGRAM (SSD)



SEQUENCE DIAGRAM FOR STUDENTS SEMINAR TRANSCRIPT



YOUR TURN

Add Calendar Appointment:

The scenario begins when the user chooses to add a new appointment in the UI. The UI notices which part of the calendar is active and pops up an **Add Appointment** window for that date and time. The user enters the necessary information about the appointment's name, location, start and end times. The UI will prevent the user from entering an appointment that has invalid information, such as an empty name or negative duration. The calendar records the new appointment in the user's list of appointments. Any reminder selected by the user is added to the list of reminders. If the user already has an appointment at that time, the user is shown a warning message and asked to choose an available time or replace the previous appointment. If the user enters an appointment with the same name and duration as an existing group meeting, the calendar asks the user whether he/she intended to join that group meeting instead. If so, the user is added to that group meeting's list of participants.

YOUR TURN (SD BY ECB CLASSES)

- **Customer requests reservation clerk for the room reservation.**
- **Reservation clerk checks the availability of hotel rooms through hotel control system.**
- **Customer can also request discount.**
- **Reservation clerk provide information about total cost by checking the rate and bill from the hotel control system.**
- **Customer confirms the reservation of room and room is reserved.**
- **Customer is charged by the hotel control system through the credit card.**

YOUR TURN

- Check in Process Use Case
- Person arrives at desk, gives name.
- Receptionist gets map of available Rooms, chooses one.
- Receptionist gets details of user
- Receptionist enters Person's details on Room Management system against chosen room for room confirmation
- Receptionist gives key to Person.

YOUR TURN: EXAMPLE FOR WITHDRAW

- Joe withdraws \$20 from the ATM (flow of events)
 - The process begins when Joe inserts his card into the card reader. The card reader reads the number on Joe's card, then tells the ATM screen to initialize itself
 - The ATM verifies the card against account and prompts Joe for his PIN.
 - Joe enters PIN.
 - Joe's PIN is validated and the ATM prompts him for a transaction
 - Joe selects Withdraw Money
 - The ATM prompts Joe for an amount.
 - Joe enters \$ 20.
 - The ATM verifies that Joe's account has sufficient funds and subtracts \$ 20 from his account.
 - The ATM dispenses \$ 20 and ejects Joe's card

Your Turn

- The convener selects a case on the Disbursement GUI (graphical user interface) screen.
- The Disbursement GUI sends the message `QueryCase()` to the Disbursement Control object, requesting it to query payment-related details about the case.
- The Disbursement Control object services this request by passing a number of messages to the Case object. These include `GetPaymentAmount()`, `GetPcMember()`, and `GetPcAccount()`. These are requests to retrieve payment and Peace Committee member information relevant to the case.
- The convener approves the disbursement for the case.
- The GUI responds to the approval by sending the message `CreatePayments()` to the Disbursement Control object.
- The Disbursement Control object responds by sending a `Create()` message to each required Payment object.
- The Payment object sends a `Withdraw()` message to the cash account and a `Deposit()` message to the Peace Committee member account.
- The Disbursement Control object finishes the process by sending the message `SetPaidStatus()` to the Case object to indicate that payments have been made.

YOUR TURN

Search page by author name

- **The customer specifies an author on the search page and then presses the search button.**
- **The system validates the customer's search criteria.**
- **The system searches the catalog for books specified with the author.**
- **When the search is complete, the systems displays the search results on the search page.**

TODAY'S OUTLINE

- Collaboration Diagram Semantics
- Collaboration Diagram Notation
- Collaboration Diagram Examples
- Collaboration Diagram Issues

COLLABORATION DIAGRAM SEMANTICS

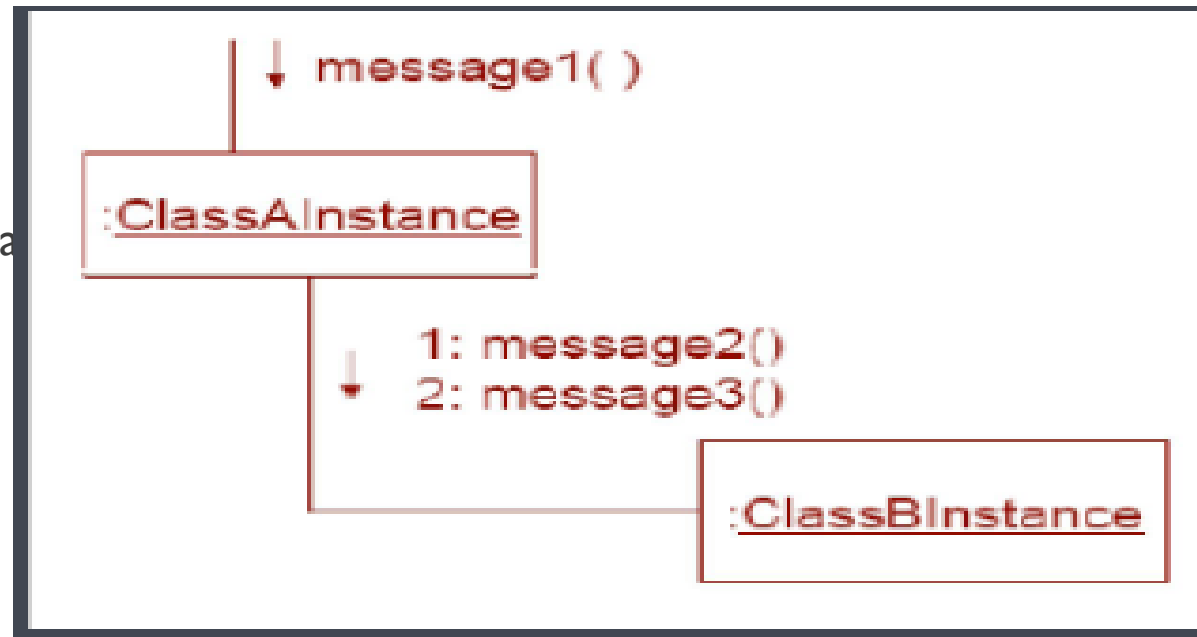
- Member of the Behavioral Group of diagrams
- Collaboration Diagrams captures dynamic behavior of the objects in the system.
- They are very useful for visualizing the relationship between objects collaborating to perform a particular task.

COLLABORATION DIAGRAM

- Represents a Collaboration and Interaction
- **Collaboration** set of objects and their interactions in a specific context
- **Interaction** set of messages exchanged in a collaboration to produce a desired result
- Their purpose is to:
 - Model flow of control
 - Illustrate coordination of object structure and control

WHAT IT REPRESENTS?

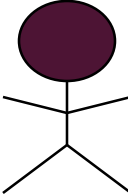



- Collaboration Diagram



COLLABORATION DIAGRAM ELEMENTS

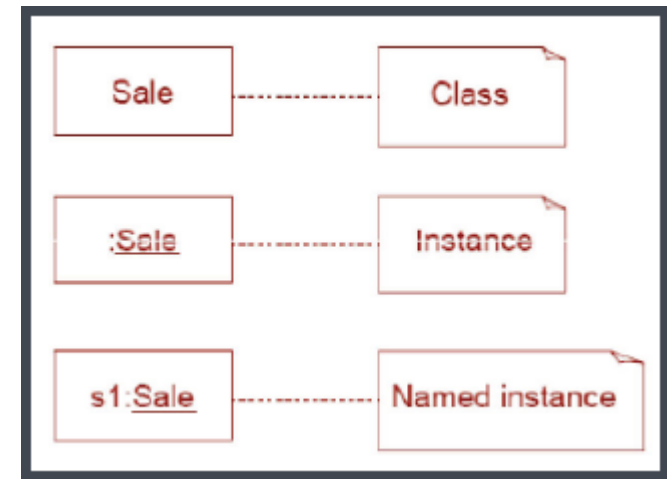
- There are three primary elements of a collaboration diagram:
 - Objects
 - Links
 - Messages

Collaboration Diagram Syntax

AN ACTOR	
AN OBJECT	
AN ASSOCIATION	
A MESSAGE	

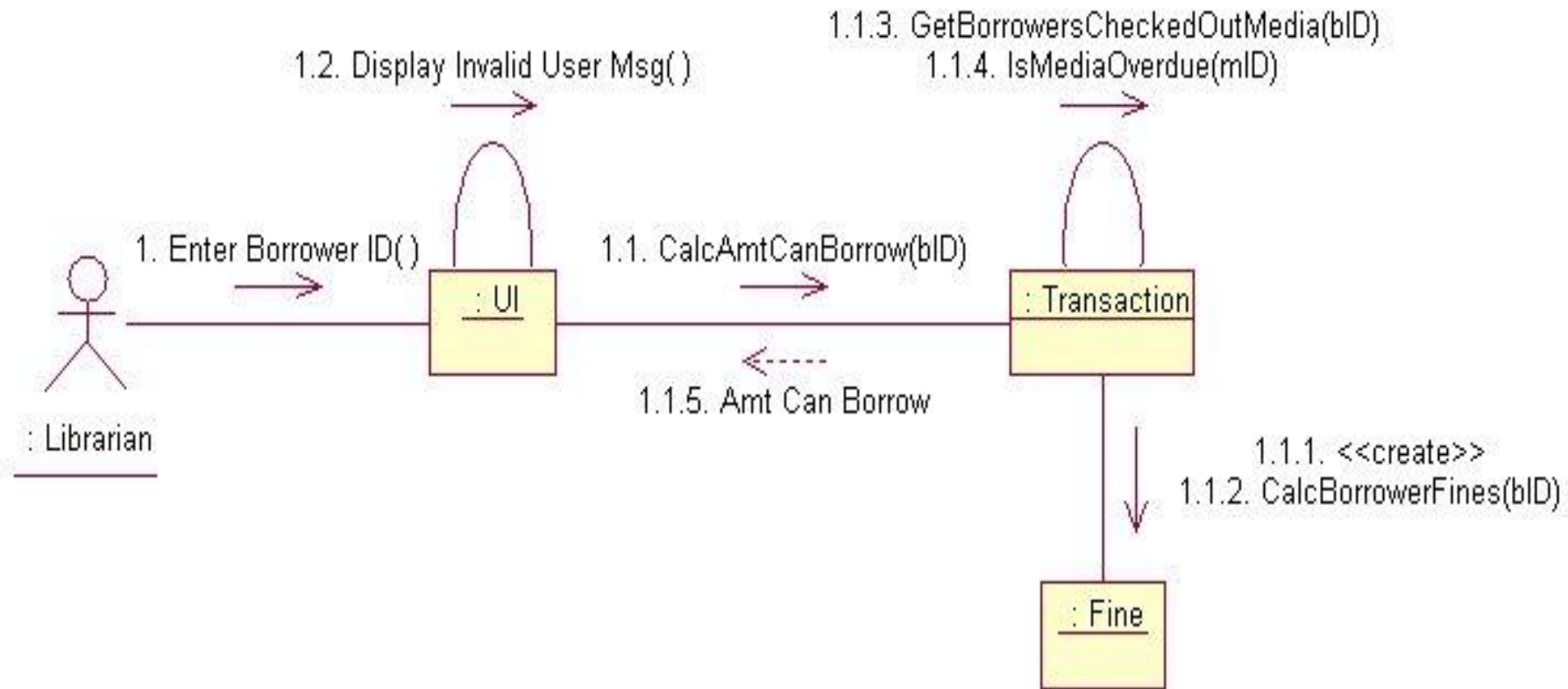
NOTATIONS USED FOR COLLABORATION DIAGRAMS-**OBJECTS**

- **Objects** rectangles containing the object signature
 - **object name : object Class**
 - object name (optional) - starts with lowercase letter
 - class name (mandatory) - starts with uppercase letter
- Objects connected by lines ,actor can appear



NOTATIONS USED FOR COLLABORATION DIAGRAMS-OBJECTS

- Objects participating in a collaboration come in two flavors—supplier and client
- **Supplier** objects are the objects that supply the method that is being called, and therefore **receive** the message
- **Client** objects call methods on supplier objects, and therefore **send** messages



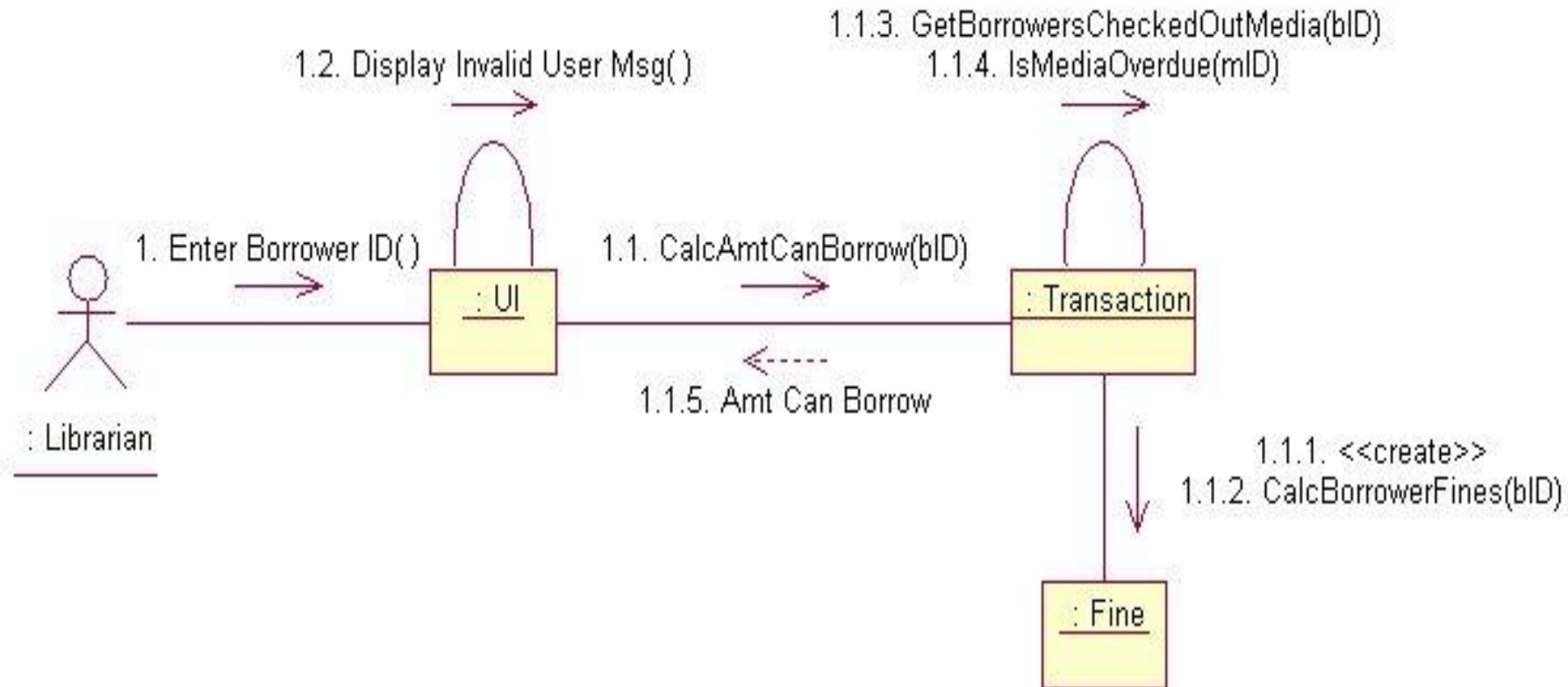
TRANSACTION OBJECT ACTS AS A SUPPLIER TO THE UI (USER INTERFACE) CLIENT OBJECT.

IN TURN, THE FINE OBJECT IS A SUPPLIER TO THE TRANSACTION CLIENT OBJECT.

NOTATIONS USED FOR COLLABORATION DIAGRAMS-LINKS

- The connecting lines drawn between objects are links
- They enable you to see the relationships between objects
- This symbolizes the ability of objects to send messages to each other
- A single link can support one or more messages sent between objects

Notations used for Collaboration Diagrams-Links



The visual representation of a link is a straight line between two objects. If an object sends messages to itself, the link carrying these messages is represented as a loop icon. This loop can be seen on both the UI object and the Transaction object.

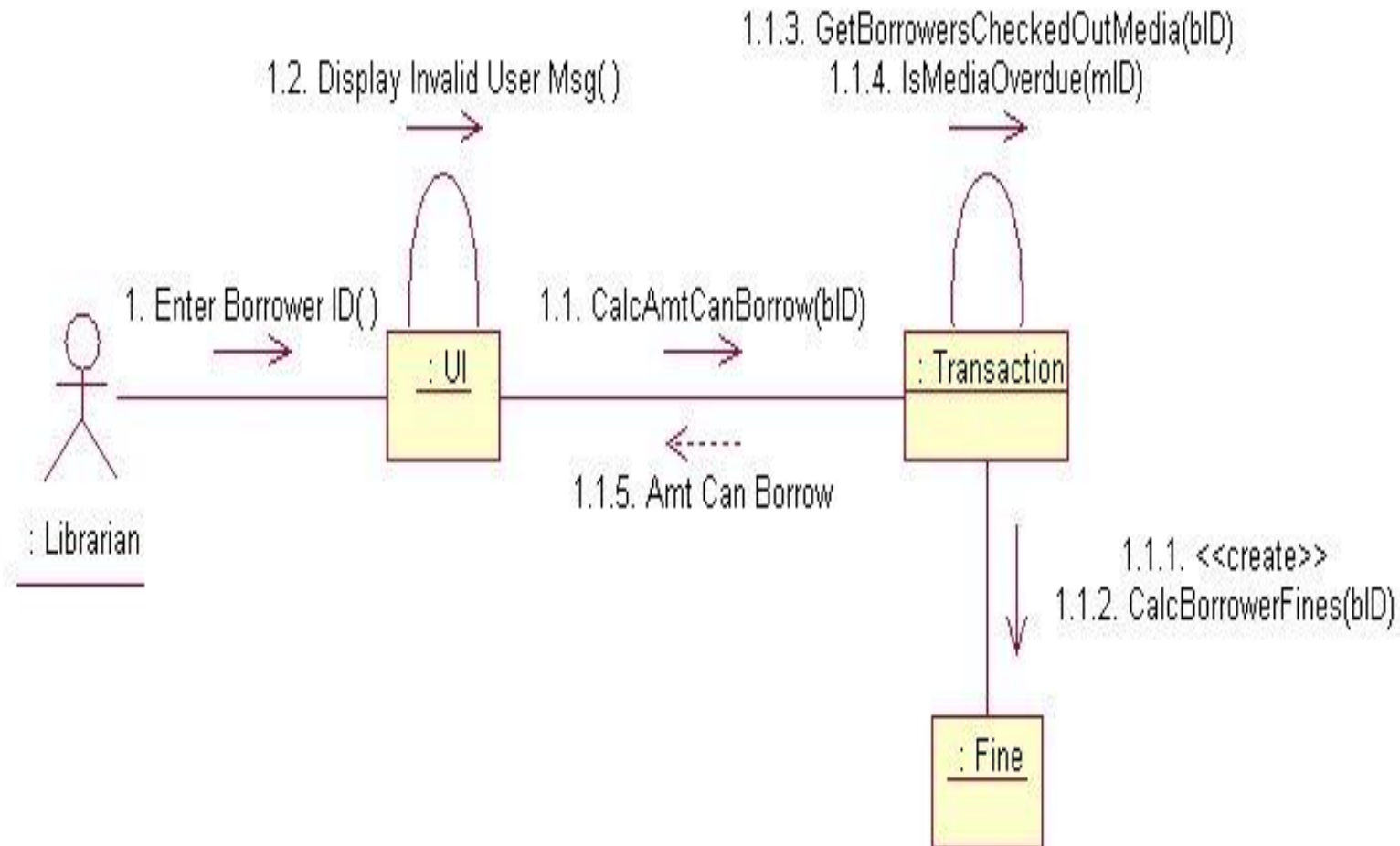
NOTATIONS USED FOR COLLABORATION DIAGRAMS- MESSAGES

- An interaction between objects is implemented by exchanging messages.
- Messages in collaboration diagrams are shown as arrows pointing from the Client object to the Supplier object.
- Typically, messages represent a client invoking an operation on a supplier object
- Message icons have one or more messages associated with them.
- Messages are composed of message text prefixed by a **sequence number**
- Time is not represented explicitly in a collaboration diagram, and as a result the various messages are **numbered to indicate the sending order**.

EXAMPLE

- Here are the steps that occur in the use case named 'Borrow Book'.
- The librarian enters the borrower id in the system through UI to get the details about the number of books borrower can have.
- The UI calls the transaction object to calculate the amount that can be borrowed.
- Transactions objects creates and calculate the fine for borrower id .
- Borrowers checked out media and overdue media is also checked by transaction object and then returned to UI to displays this information for the librarian.
- If borrower's amount is equal to zero then UI displays the invalid message.

NOTATIONS USED FOR COLLABORATION DIAGRAMS-MESSAGES



ITERATING MESSAGES

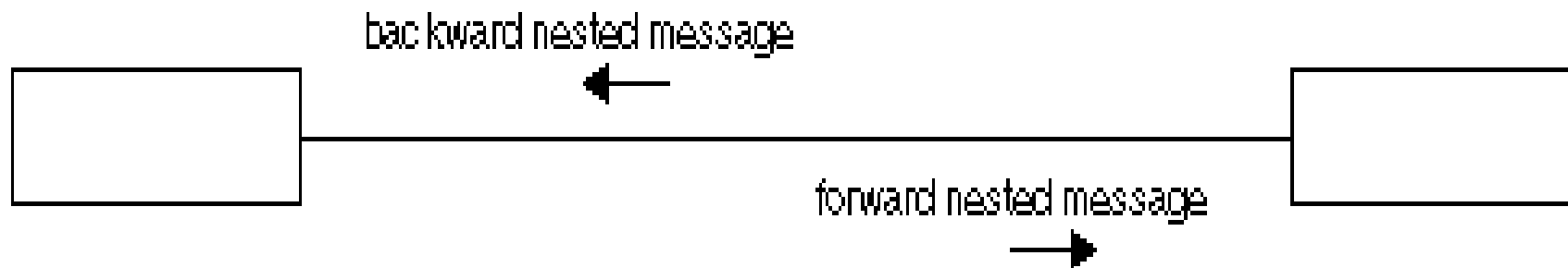
- Collaboration diagrams use syntax similar to sequence diagrams to indicate that either a message iterates (is run multiple times) or is run conditionally
 - An asterisk (*) indicates that a message runs more than once
 - Or the number of times a message is repeated can be shown by numbers (for example, 1..5)

CONDITIONAL MESSAGES

- To indicate that a message is run conditionally, prefix the message sequence number with a conditional [guard] clause in brackets
 - [x = true]: [IsMediaOverdue]
- This indicates that the message is sent only if the condition is met.

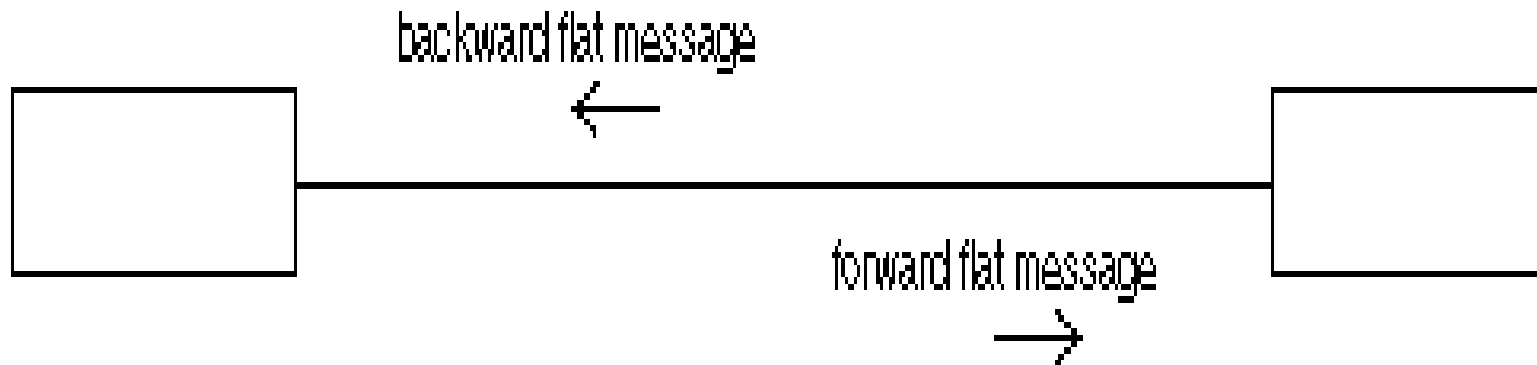
NESTED MESSAGE

- The nested message represents a procedure call or other nested flow of control. The nested sequence is completed before the outer level sequence resumes. The nested message symbol is represented by a filled solid arrowhead.



FLAT MESSAGE

- The flat message shows the progression to the next step in a sequence. The flat message symbol is represented by a stick arrowhead.



CREATION AND DELETION

- Unlike sequence diagrams, you don't show an object's lifeline in a collaboration diagram.
- If you want to indicate the lifespan of an object in a collaboration diagram, you can use create and destroy messages to show when an object is instantiated and destroyed.

OBJECTS CHANGING STATE

- State of an object can be indicated
- Initial state is indicated with <<create>>
- If an object changes significantly during an interaction, you can add a new instance of the object to the diagram, draw a link between them and add a message with the stereotype <<become>>

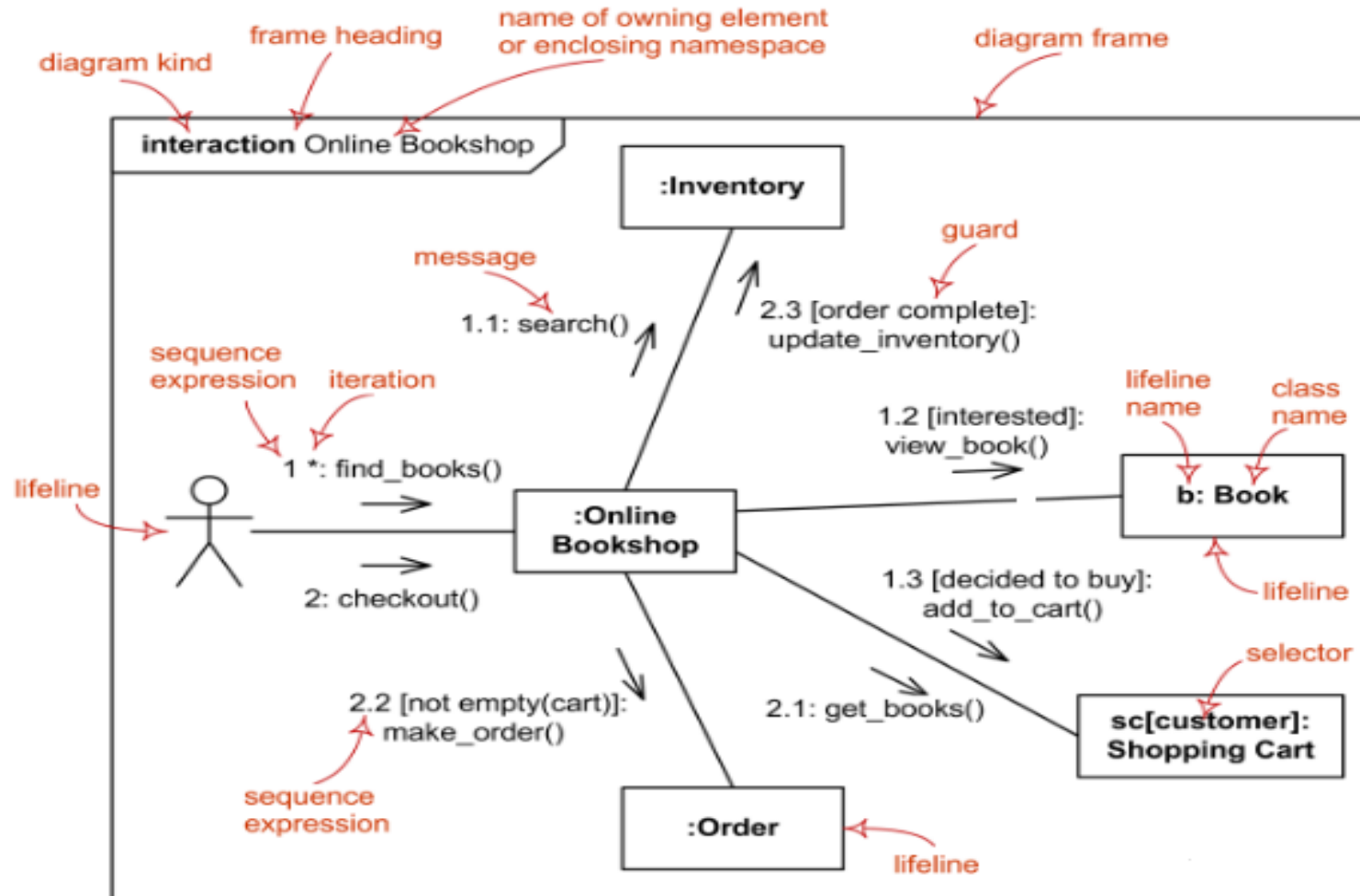
CHANGE STATE OF AN OBJECT



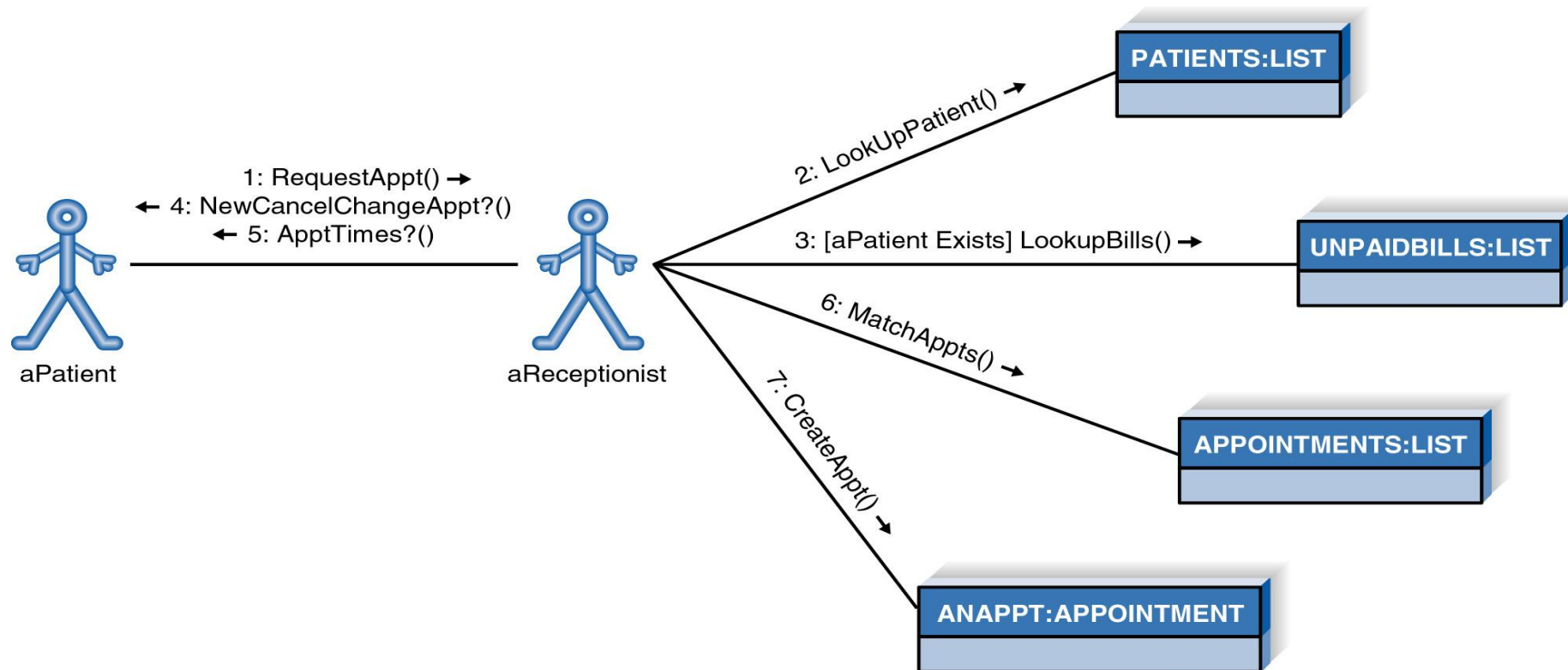
STEPS TO CREATING A COLLABORATION DIAGRAM

1. Determine the scope of the diagram- the use case it relates to.
2. Place the objects that participate in the collaboration on the diagram
 - Remember to place the most important objects towards the center of the diagram.
3. If a particular object has a property or maintains a state that is important to the collaboration, set the initial value of the property or state.
4. Create links between the objects
5. Create messages associated with each link
6. Add sequence numbers to each message corresponding to the time-ordering of messages in the collaboration

ONLINE BOOK PURCHASE COLLABORATION DIAGRAM



Example Collaboration Diagram



Dennis: SAD
Fig: 8-6 W-33 100% of size
Fine Line Illustrations (516) 501-0400

COLLABORATION VS SEQUENCE DIAGRAM

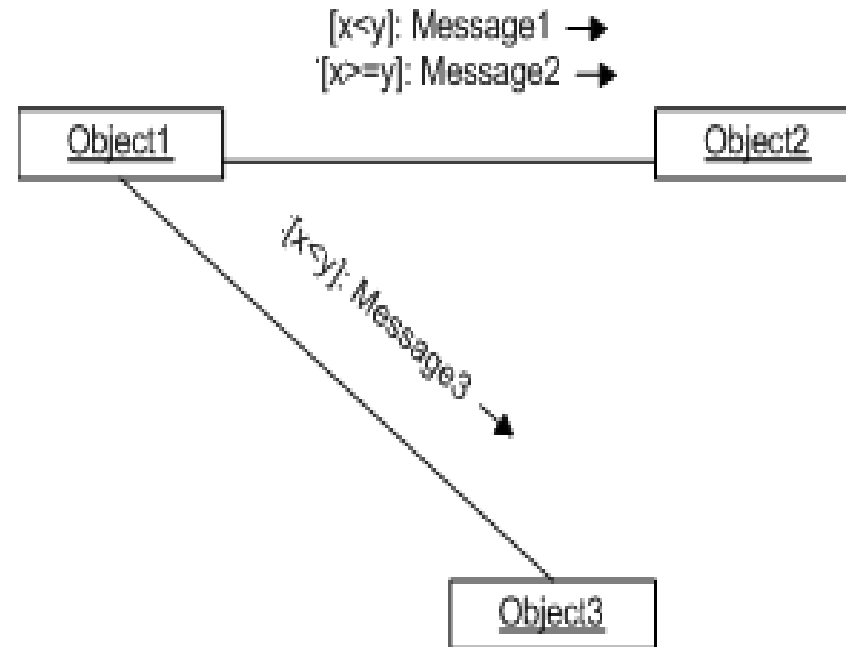
- In reality, sequence diagrams and collaboration diagrams show the same information, but just present it differently
- Not used as often as sequence diagrams but are closely related
- *Sequence Diagrams* are arranged according to Time.
- *Collaboration Diagrams* represent the structural organization of object.
- [Both sequence and collaboration diagrams are called *interaction* diagrams]
- In sequence diagrams, each message icon represents a single message.
- In collaboration diagrams, a message icon can represent one or more messages.
 - Notice between the Transaction and Fine objects - there is a single message icon, but there are two messages (1.1.1 and 1.1.2) associated with the icon.
- The difference between sequence diagrams and collaboration diagrams is that collaboration diagrams emphasize more the structure than the sequence of interactions.
- Collaboration diagram illustrates object interactions in a graph or network format, in which objects can be placed anywhere on the diagram. It demonstrates how objects are statically connected.
- Sequence diagram illustrates interaction in a kind of fence format, in which each new object is added to the right. It generally shows the sequence of events that occur.

WHY COLLABORATION DIAGRAMS?

- Collaboration diagrams offer a better view of a scenario than a Sequence diagram when the modeler is trying to understand all of the effects on a given object and are therefore good for procedural design.
- A distinguishing feature of a Collaboration diagram is that it shows the objects and their association with other objects in the system apart from how they interact with each other. The association between objects is not represented in a Sequence diagram.

IF-ELSE

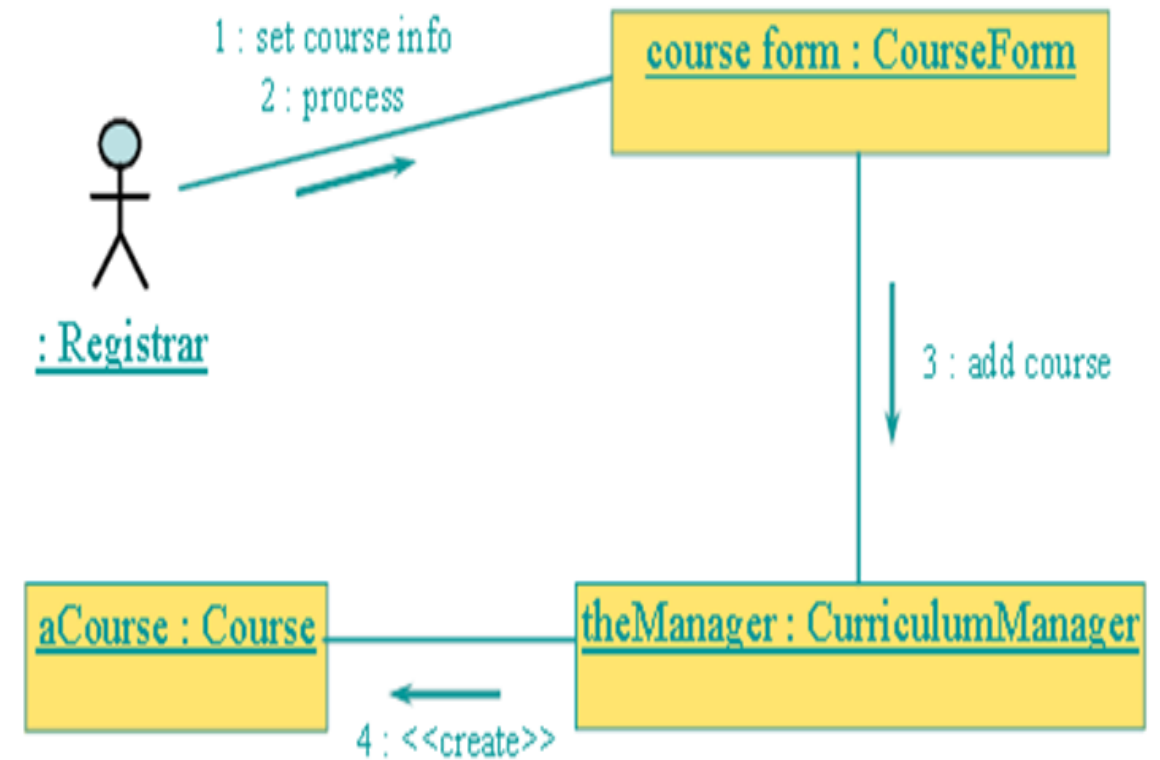
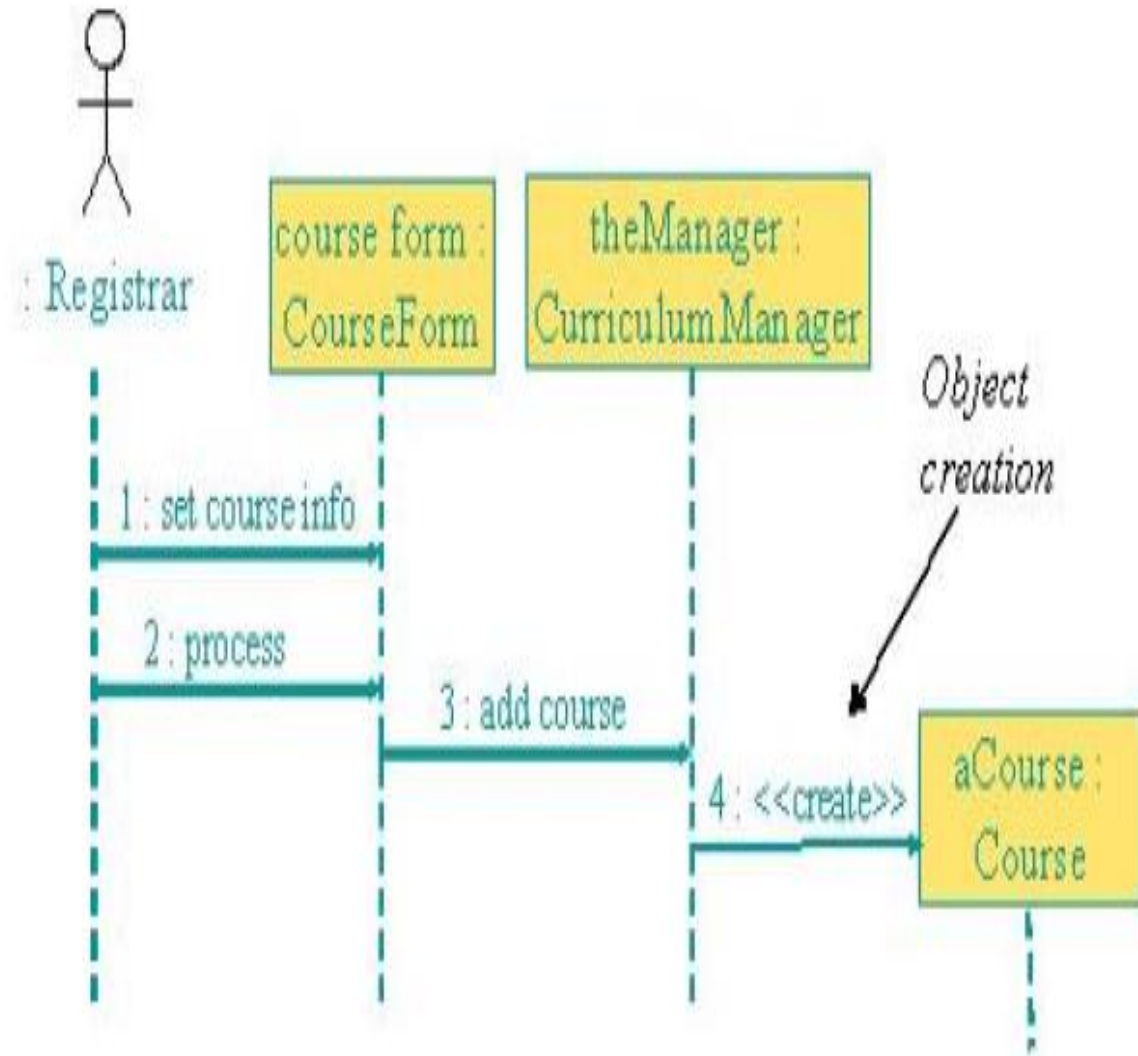
```
if (x<y)
{
    object2.message1();
    object3.message3();
}
else
{
    object2.message2();
}
```



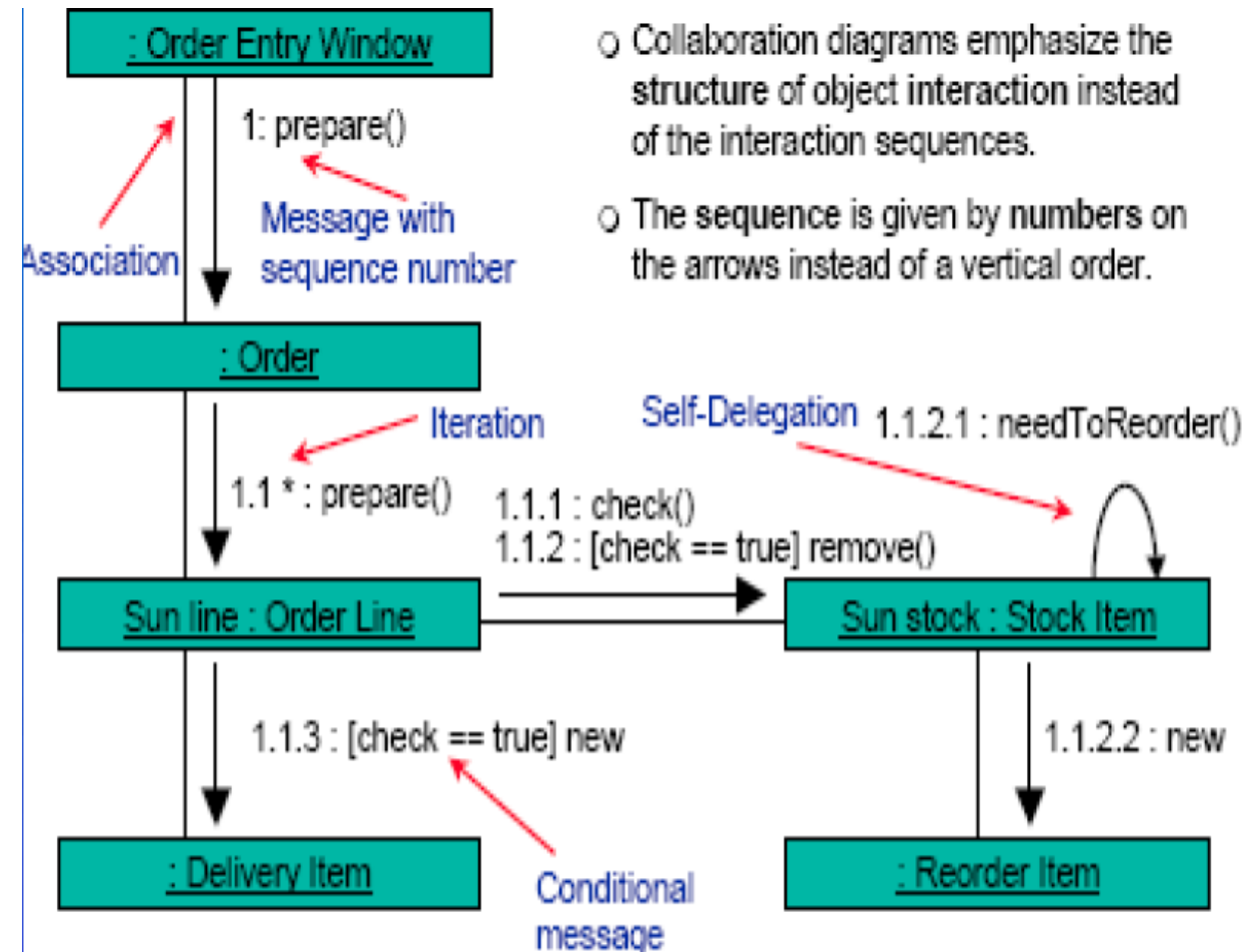
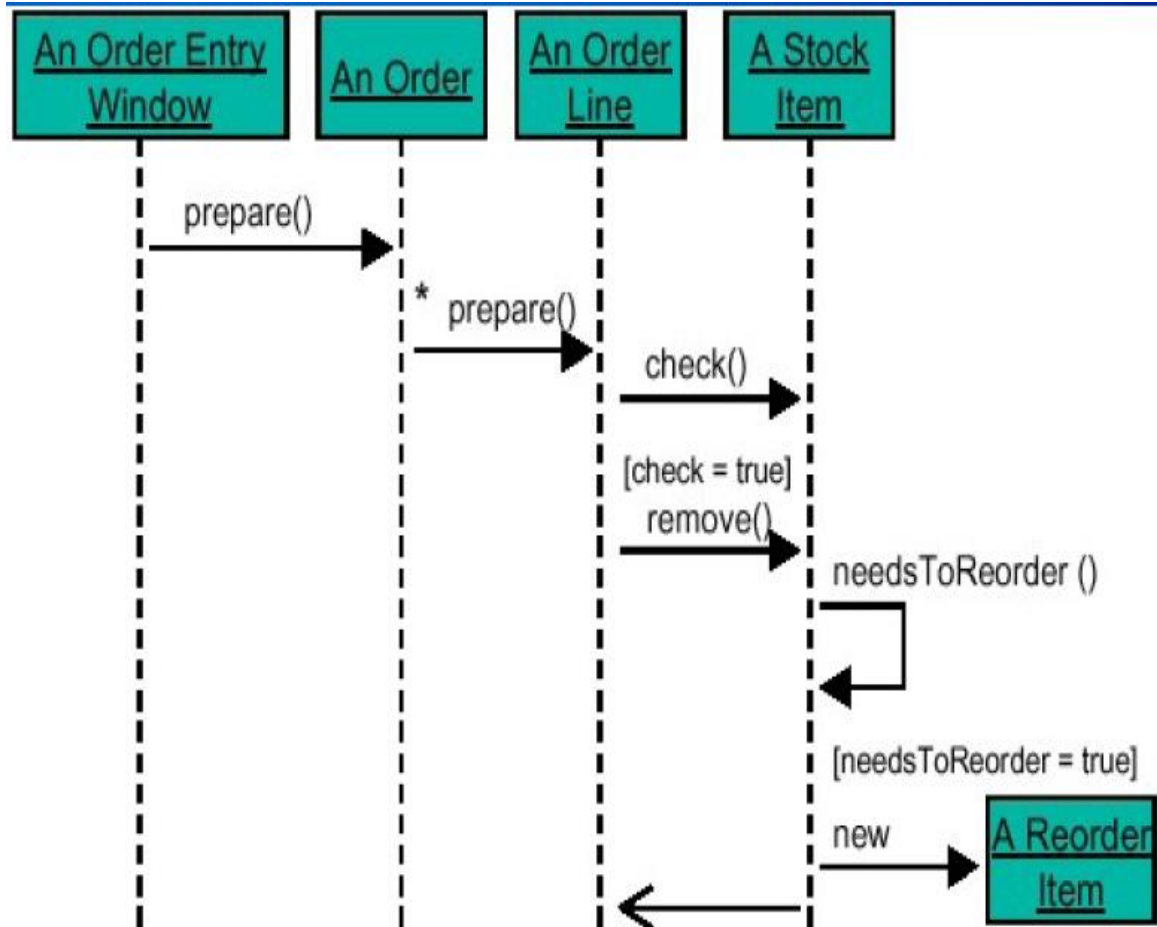
CLASS ACTIVITY

- Consider the software that controls a very simple cellular telephone. Such a phone has buttons for dialing digits, and a “send” button for initiating a call. It has “dialer” hardware and software that gathers the digits to be dialed and emits the appropriate tones. It has a cellular radio that deals with the connection to the cellular network. It has a speaker, and a display.

- **Use case: Make Phone Call**
 1. User presses the digit buttons to enter the phone number.
 2. For each digit, the display is updated to add the digit to the phone number.
 3. For each digit, the dialer generates the corresponding tone and emits it from the speaker.
 4. User presses “Send” for connecting to the network. The accumulated digits are sent to the network. The cellular radio establishes a connection to the network.
 5. The “in use” indicator is illuminated on the display
 6. The connection is made to the called party.



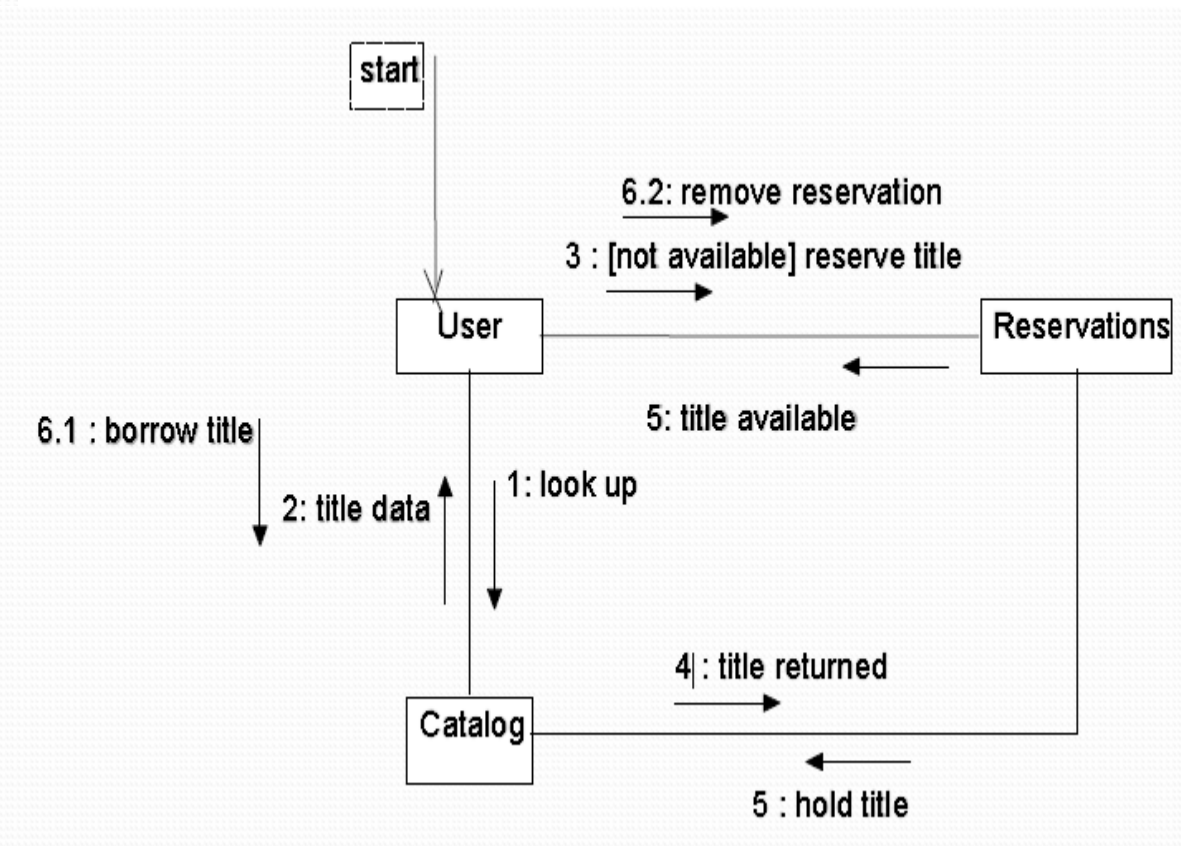
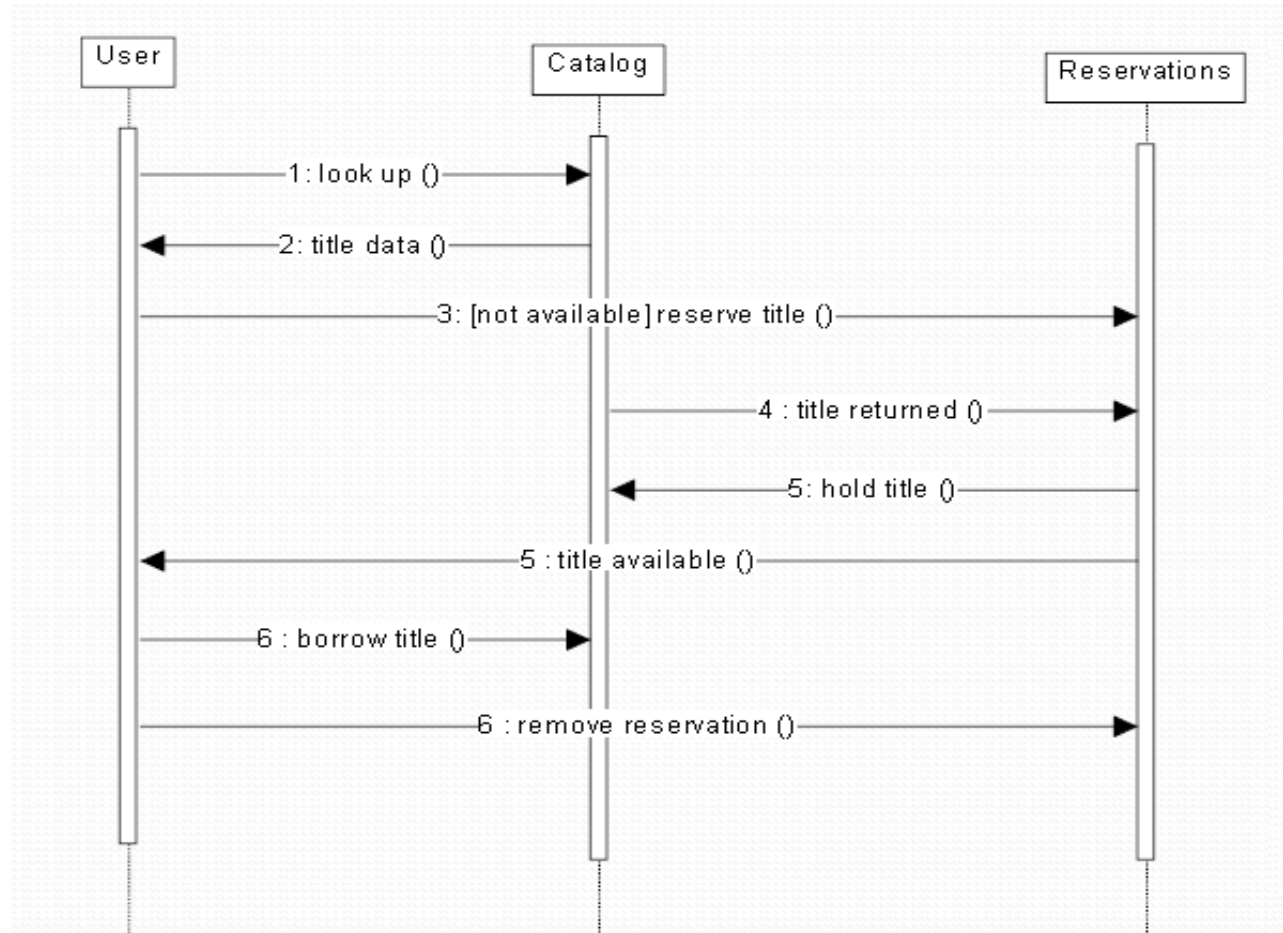
EXAMPLE



- Collaboration diagrams emphasize the structure of object interaction instead of the interaction sequences.

- The sequence is given by numbers on the arrows instead of a vertical order.

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That is all