Sequence Diagram

<https://www.youtube.com/watch?v=pCK6prSq8aw>

Select different parts in my chess app, you will have Userinterface, chess application, database and oponent’s app and interface

Actors are stickfigures

Objects are rectangles

Lines show path, and boxes on the lines show how much the path was interacted with. Dashed lines are to show responses, the solid lines show processes. And use UML alternatives when there are separate path options. Bad move would be handled differently to a valid move, a bad pin at an ATM will handle things differently to a valid pin, remember to use alternatives to show this.

Should have one Sequence Diagram per State Diagram. State Diagrams should be made for internal production teams. Not made to have close detail, answer questions such as what loops are needed, or what conditionals or threads are needed. Also answer how things change internally.

The state refers to the information that can be held, not how it behaves.

Initial state is shown in dark circle, ends with bordered circle for final state. States are shown both rounded rectangles

Diamonds show choice

Labeled arrows show events that trigger transition

Exit point is a circle with an ‘X’ in it.

Boolean guards can be written above the transition arrow.

Major use cases are:

* Showing event driven objects in reactive system
* Illustrating use case scenarios in a business context
* Describing how an object moves through various states within its lifetime
* Showing the overall behavior of a state machine or the behavior or a related sot of state machines.

Composite state is when states are nested into each other.