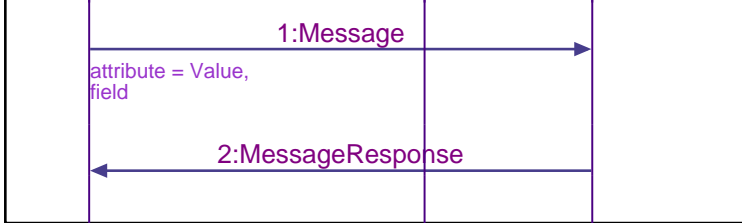




## FDL Basics Tutorial

A block remark is shown across the full sequence diagram. A block remark may be shown across multiple lines.

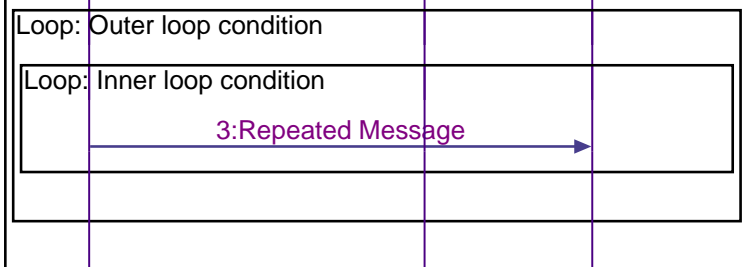
### Messages



Message Statement: Model messages interactions with parameters.

Message Statement: Model messages interactions (no parameters specified in this case).

### Loops



### Object Interactions



ISSUE: Why is 42 the answer to the ultimate question of life the universe and everything?

### State Transitions

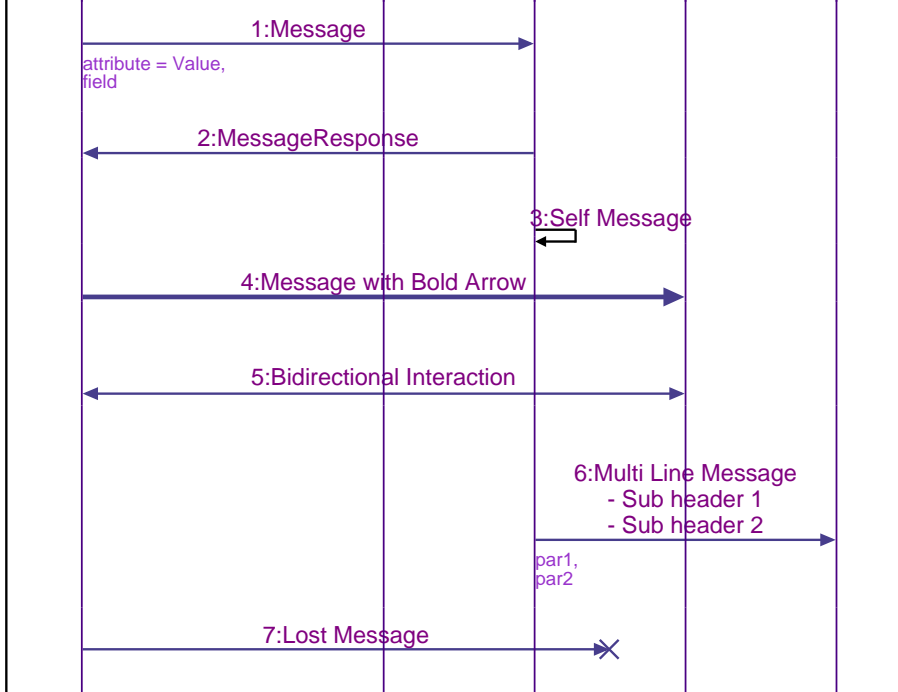


## FDL Advanced Tutorial

### Preconditions

A block remark is shown across the full sequence diagram. A block remark may be shown across multiple lines.

### Messages



Message Statement: Model messages interactions with parameters.

Message Statement: Model messages interactions (no parameters specified in this case).

Model messages to self.

Use the => or <= to represent messages with bold arrows.

Model bi-directional message interactions with <-> or <=>.

Represent compound messages with the multi-line message syntax.

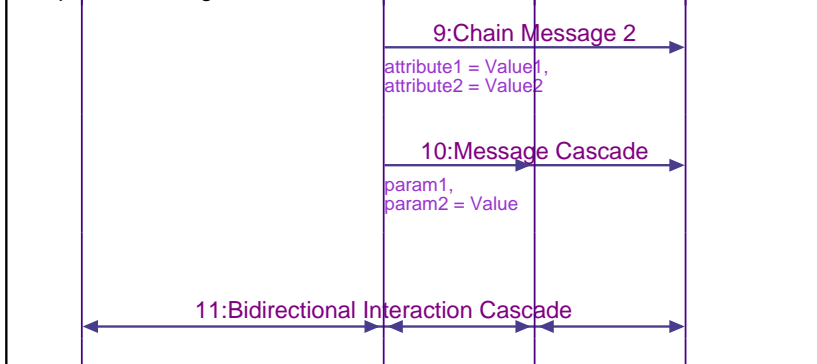
Model a lost message.

### Message interactions with the environment



External interaction from an external entity (shown on the right side).

### Compound Messages

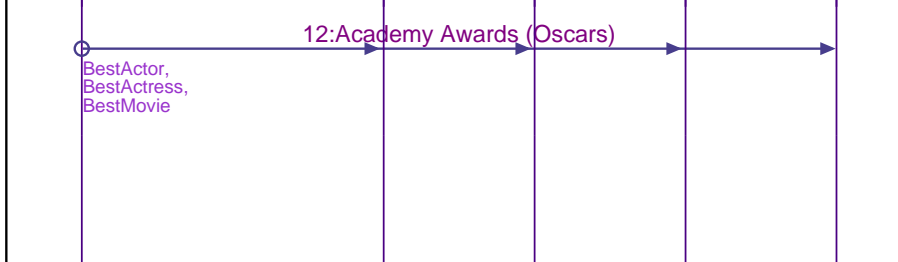


Represent a chain of message interactions in a single line. Separate message names and parameters may be specified for each message interaction.

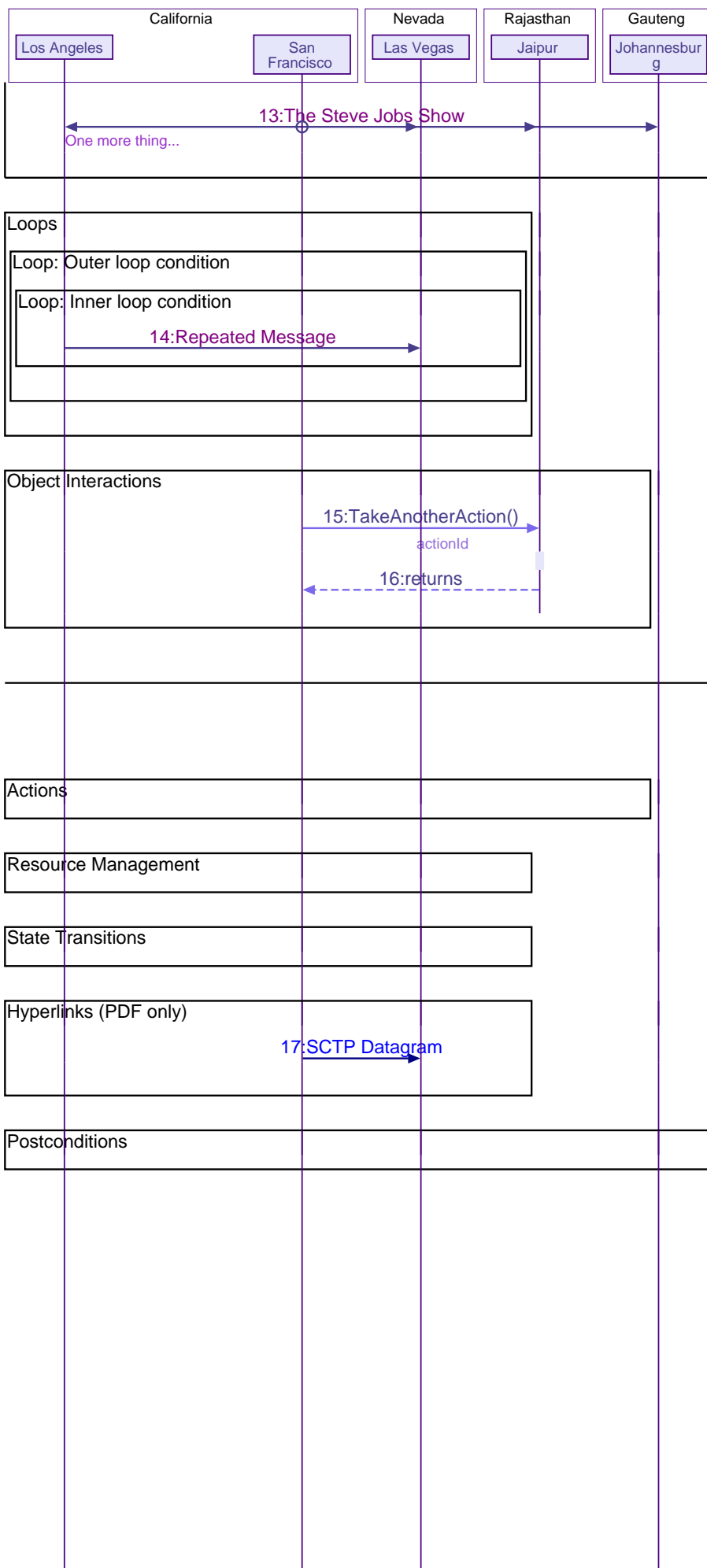
Represent a chain of message interactions involving forwarding of the same message. One set of message name and parameters may be specified.

Cascades work for bidirectional interactions as well.

### Multicasts



Model multicasts using this statement. The multicast sources is shown with a circle.



Another multicast. This time the multicast source is not at the edge.

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Click on the message name to get details about the message. [\_hyperlink] style prefix has also been applied.