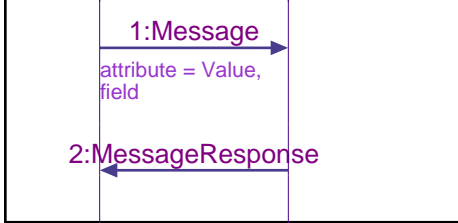


## FDL Basics Tutorial

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

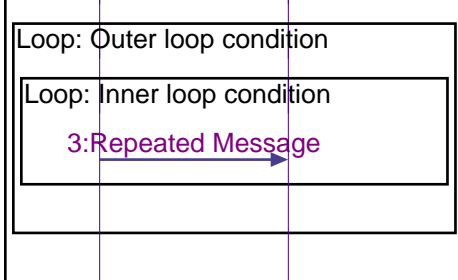
### Messages



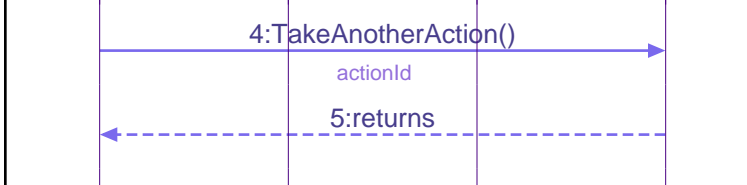
Message Statement: Model messages interactions with parameters.

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

### Loops



### Object Interactions



### Object Creation and Deletion



One object creates another.

One object deletes another.

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

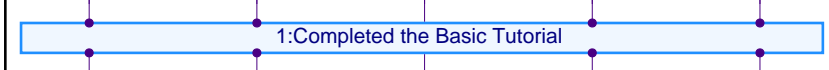
### State Transitions





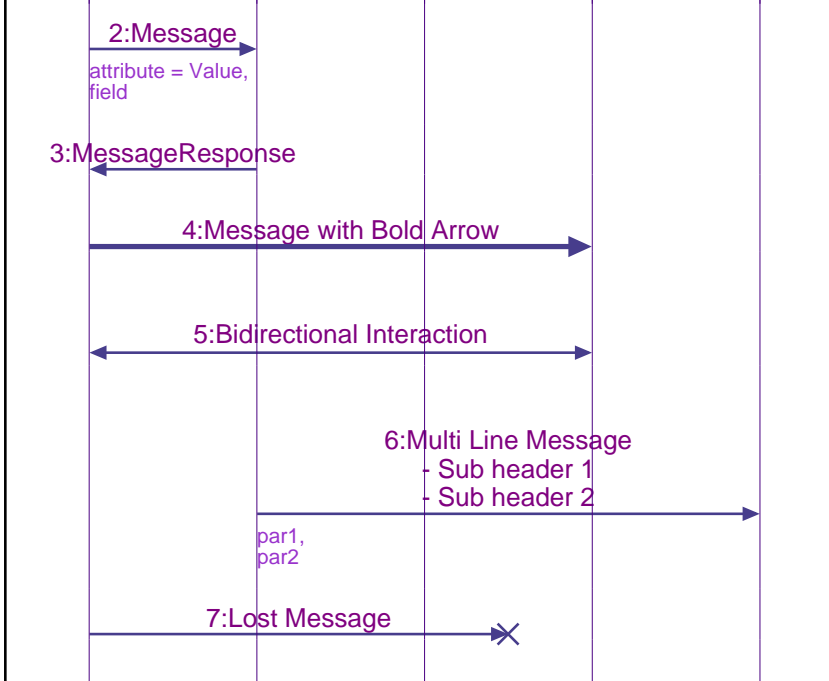
## FDL Advanced Tutorial

### 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).

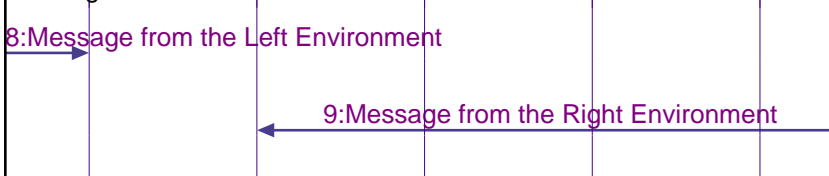
Use the => or <= to represent messages with bold arrows.

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

Represent compound messages with the multi-line message syntax.

Model a lost message.

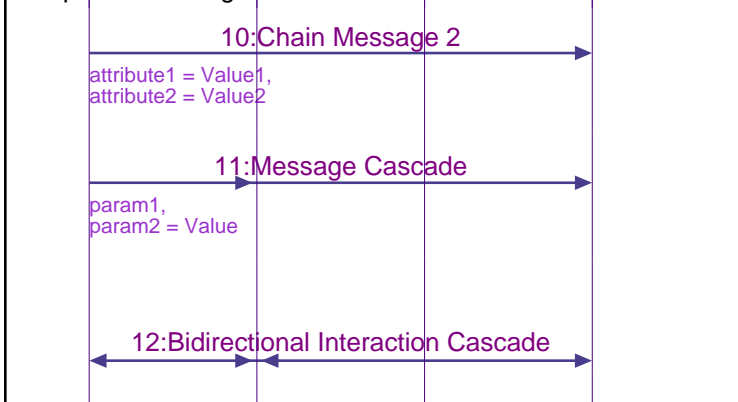
### Message interactions with the environment



Represent a message from an external entity (shown on the left).

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

### Compound Messages

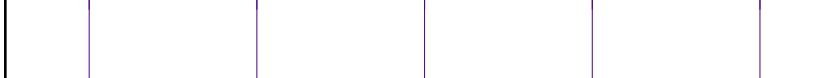


Represent a chain of message interactions in a single line. Separate message names and parameters may be specified for each message interaction.

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.

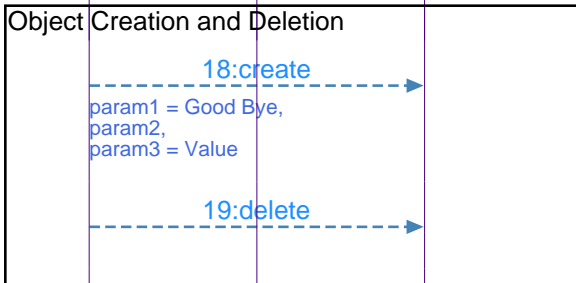
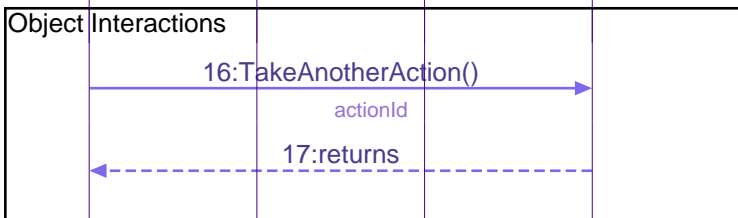
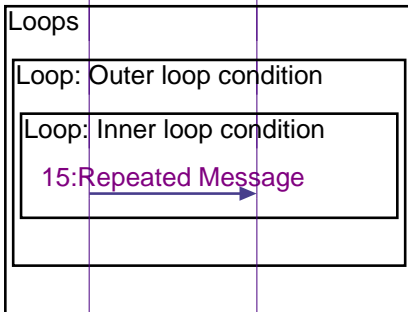
### Multicasts





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

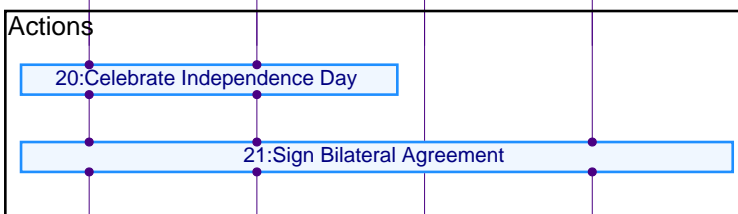
Another multicast. This time the multicast source is not at the edge.



One object creates another.

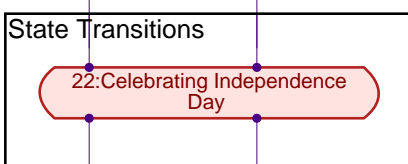
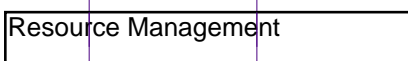
One object deletes another.

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

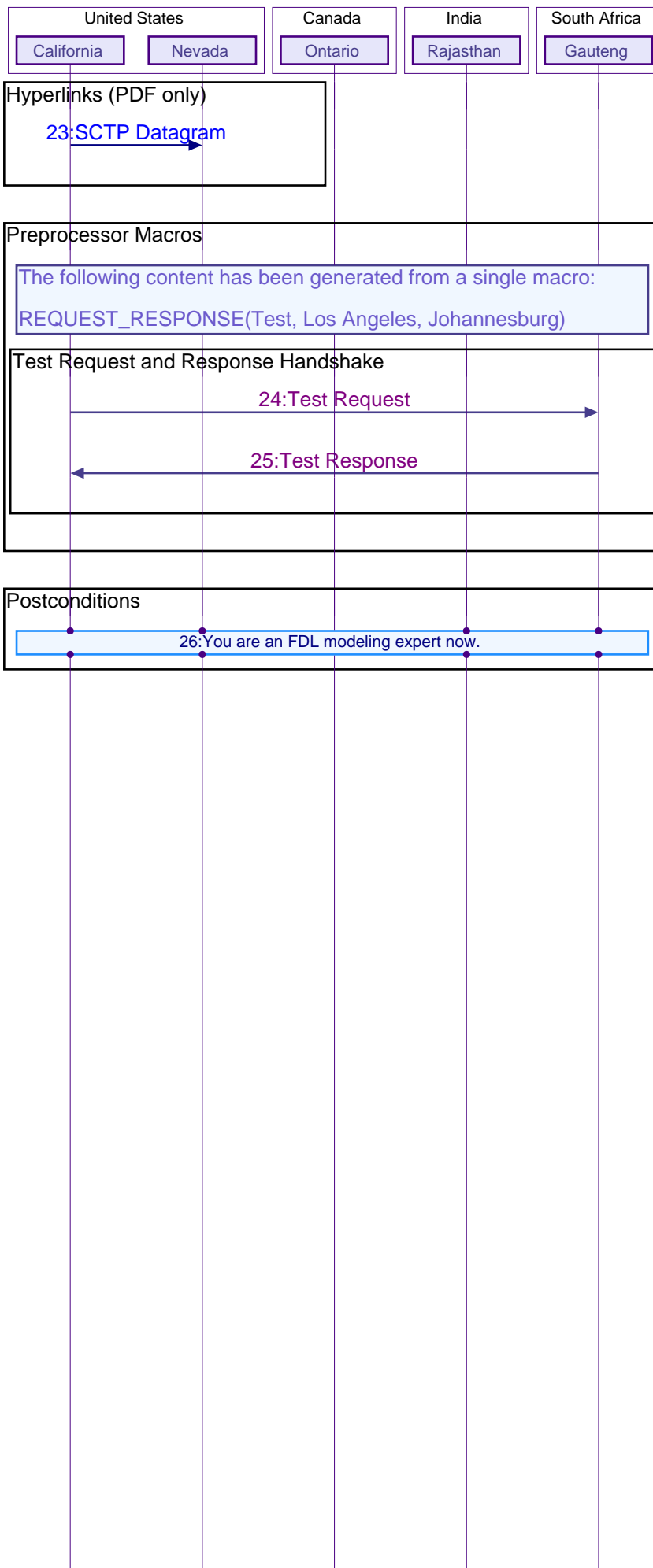


A module level action. In this case, all entities within USA are included.

Action involving multiple modules.



State specified at module level. The state transition will be included in module level and component level diagrams as well.



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

Test Request sent from Los Angeles to Johannesburg.

Acknowledge message.