

# Sequence Diagrams

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COMPUTER SCIENCE 323 – SOFTWARE DESIGN

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# UML Sequence Diagrams

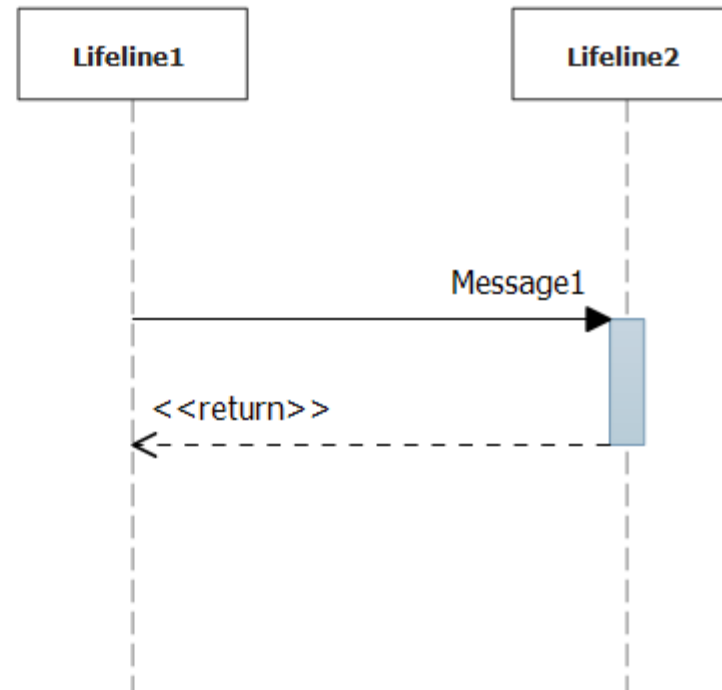
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Help model the behavior between multiple objects at the message passing level.

Modeling with Sequence Diagrams will help show how the system behaves with respect to what messages are passed between objects, and their method relationships.

# Example UML

sd ExampleDiagram



# Diagram Components

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## Loops

- A Fragment with a guard

## References

- References another sequence diagram (SD) so that the complexities can be shown there, instead of having a large complex SD.
  - Gates
    - Show messages being passed between SD's

## Breaks

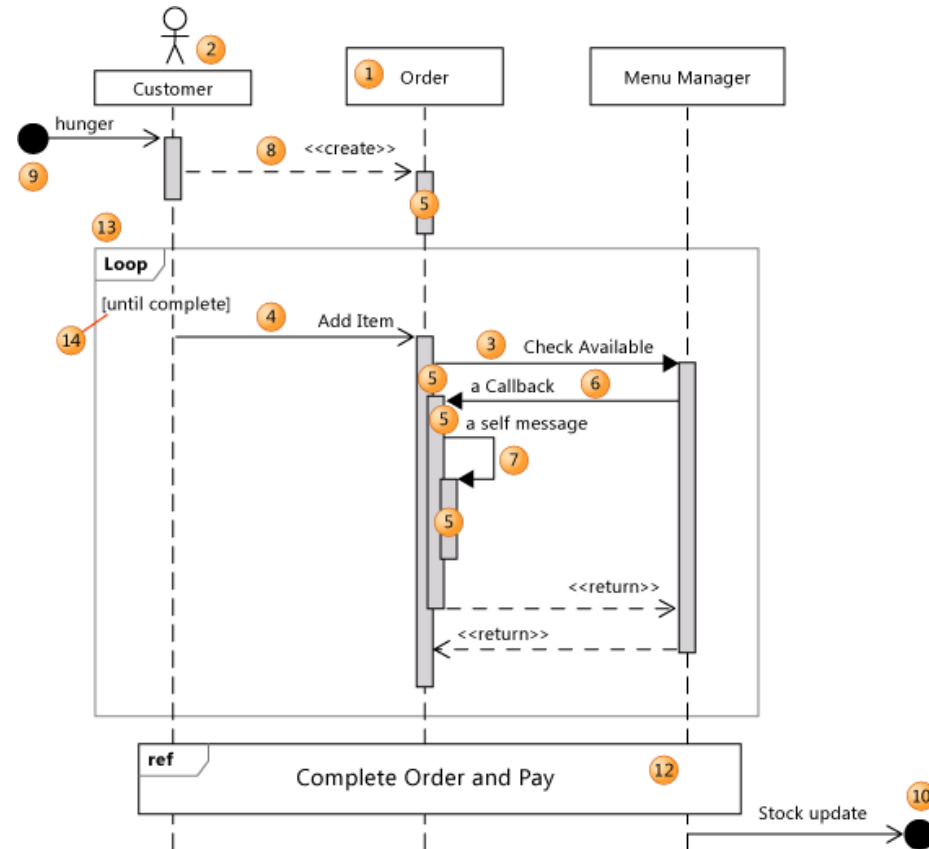
- Parallel – show concurrency

# MSDN Support

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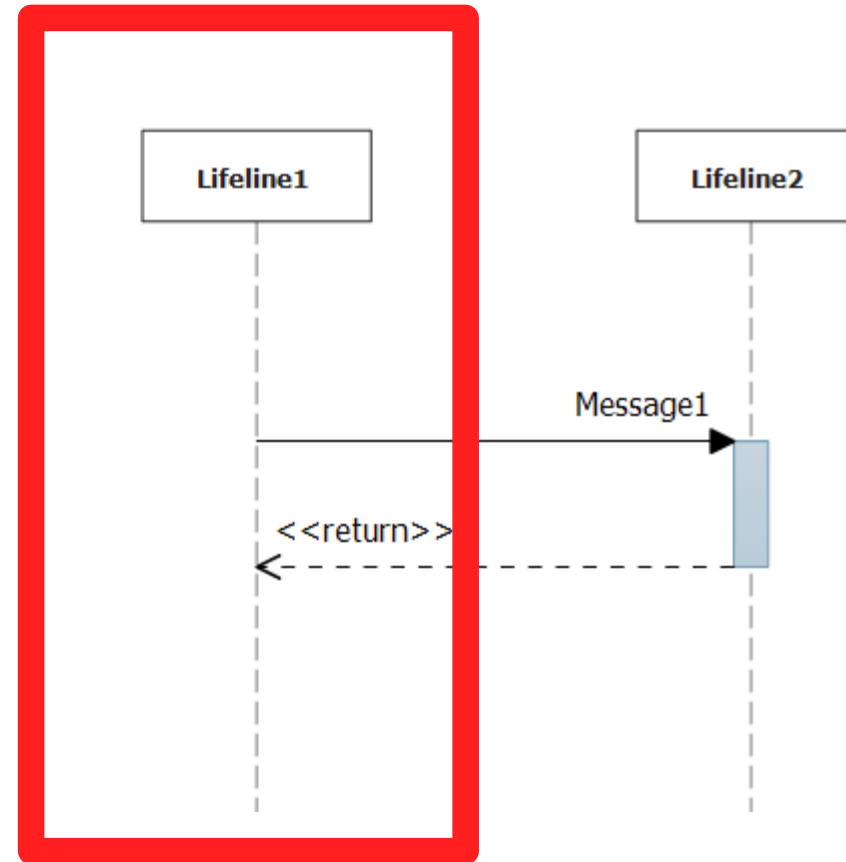
<http://msdn.microsoft.com/en-us/library/vstudio/dd409377.aspx>

# Microsoft Example



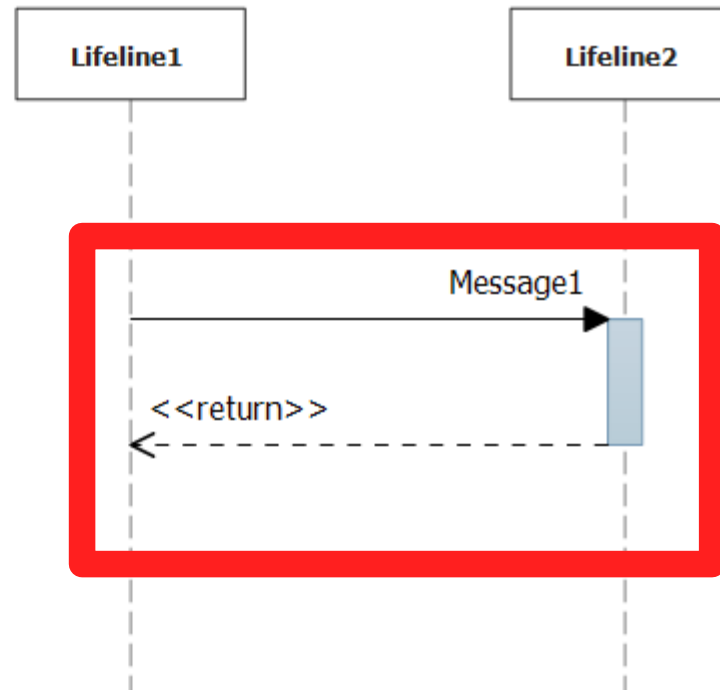
# Lifeline

sd ExampleDiagram



# Message and Return

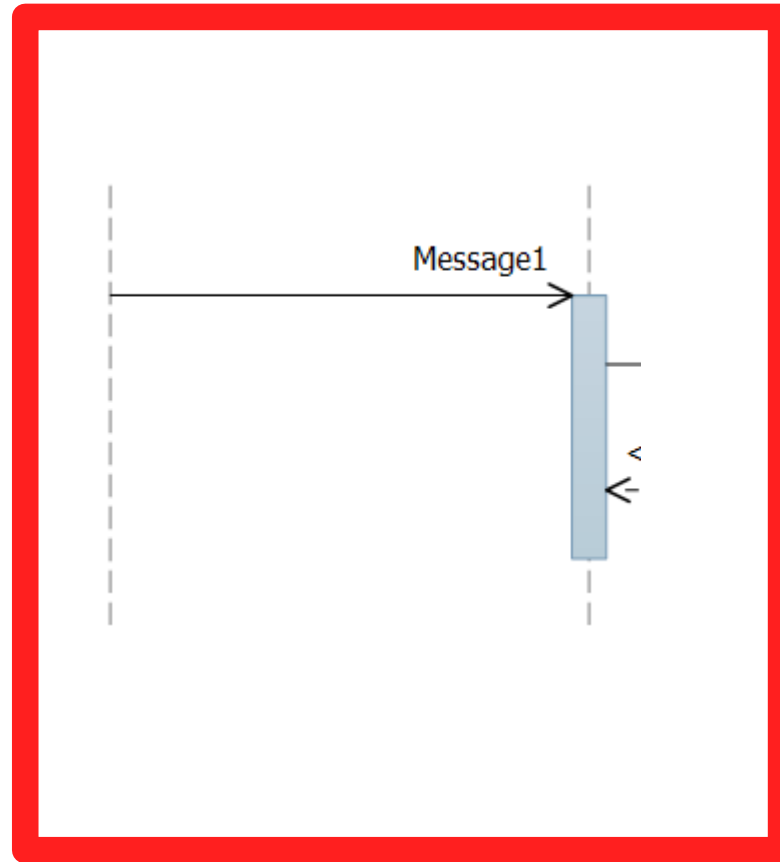
sd ExampleDiagram





# Asynchronous Call

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# Call to self...

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