


DA-IICT




IT 314: Software Engineering

Activity Diagram

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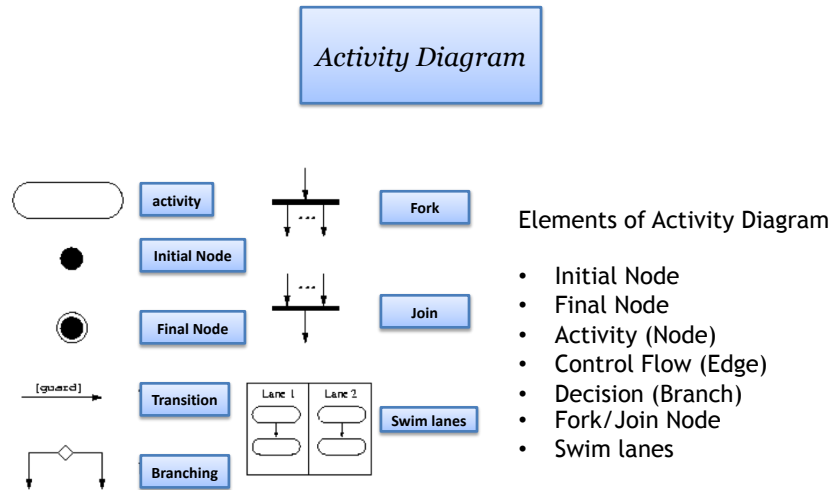
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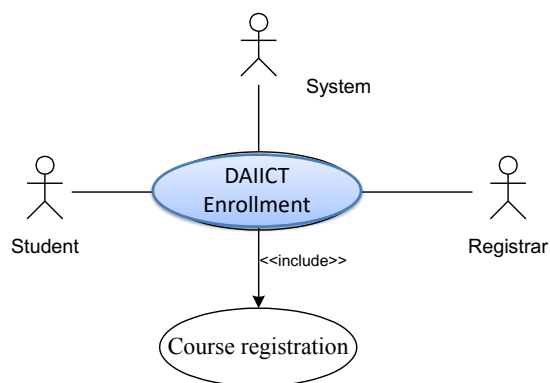
Activity Diagram

- Activity diagrams represent the dynamic (behavioral) view of a system
- Activity diagrams are typically used for business (transaction) process modeling and modeling the logic captured by a single use-case or usage scenario
- Activity diagram is used to represent the flow across use cases or to represent flow within a particular use case
- UML activity diagrams are the object oriented equivalent of flow chart and data flow diagrams in function-oriented design approach
- Activity diagram contains activities, transitions between activities, decision points, synchronization bars, swim lanes and many more...

Activity Diagram



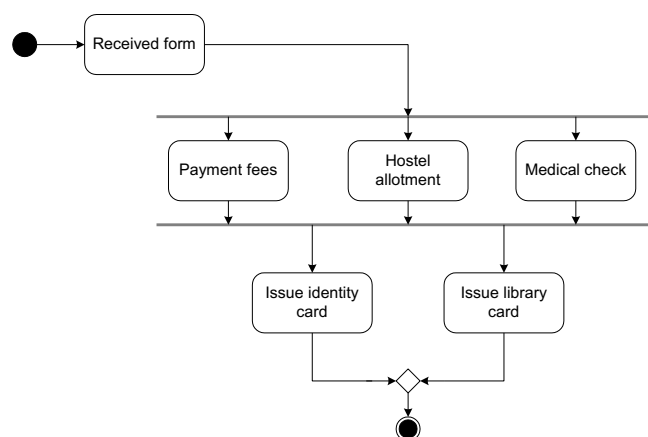
Student Enrollment in DAIICT



SEDAIICT System

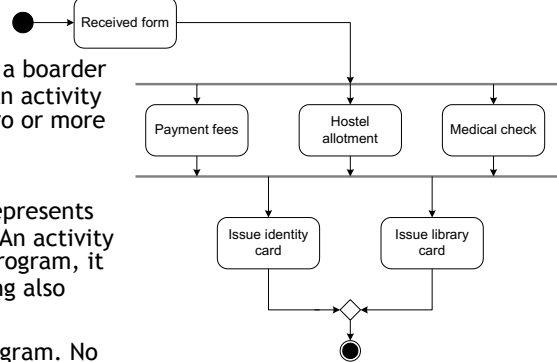
- Here different activities are:
 - Received enrollment form filled by the student
 - Registrar checks the form
 - Input data to the system
 - System authenticate the environment
 - Pay fees by the student
 - Registrar checks the amount to be remitted and prepare a bill
 - System acknowledge fee receipts and print receipt
 - Hostel allotment
 - Allot hostel
 - Receive hostel charge
 - Allot room
 - Medical check up
 - Create hostel record
 - Conduct medical bill
 - Enter record
 - Issue library card
 - Issue identity card

Activity Diagram for the Use Case



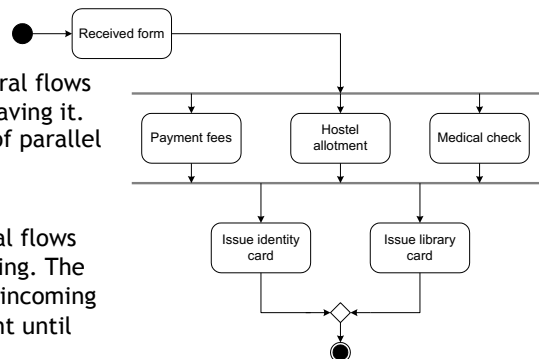
Basic Components in an Activity Diagram

- **Initial node**
 - The filled circle is the starting point of the diagram
- **Final node**
 - The filled circle with a boarder is the ending point. An activity diagram can have zero or more activity final state.
- **Activity**
 - The rounded circle represents activities that occur. An activity is not necessarily a program, it may be a manual thing also
- **Flow/ edge**
 - The arrows in the diagram. No label is necessary



Basic Components in an Activity Diagram

- **Fork**
 - A black bar (horizontal/vertical) with one flow going into it and several leaving it. This denotes the beginning of parallel activities
- **Join**
 - A block bar with several flows entering it and one leaving it. this denotes the end of parallel activities
- **Merge**
 - A diamond with several flows entering and one leaving. The implication is that all incoming flow to reach this point until processing continues

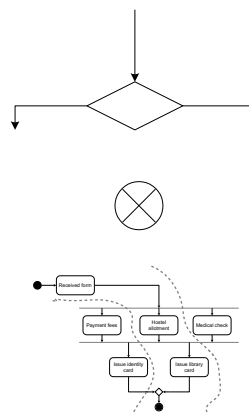


Basic Components in an Activity Diagram

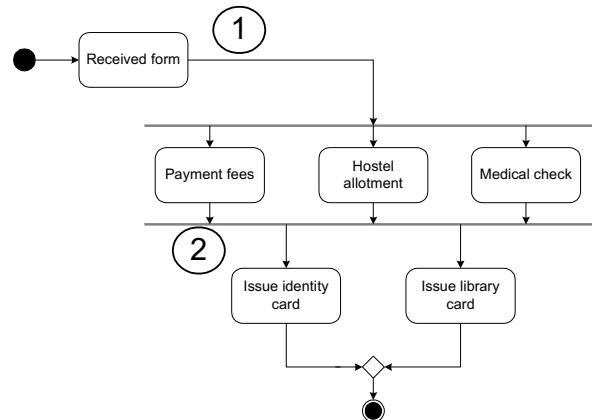
- Difference between **Join** and **Merge**
 - A join is different from a merge in that the join synchronizes two inflows and produces a single outflow. The outflow from a join cannot execute until all inflows have been received
 - A merge passes any control flows straight through it. If two or more inflows are received by a merge symbol, the action pointed to by its outflow is executed two or more times

Basic Components in an Activity Diagram

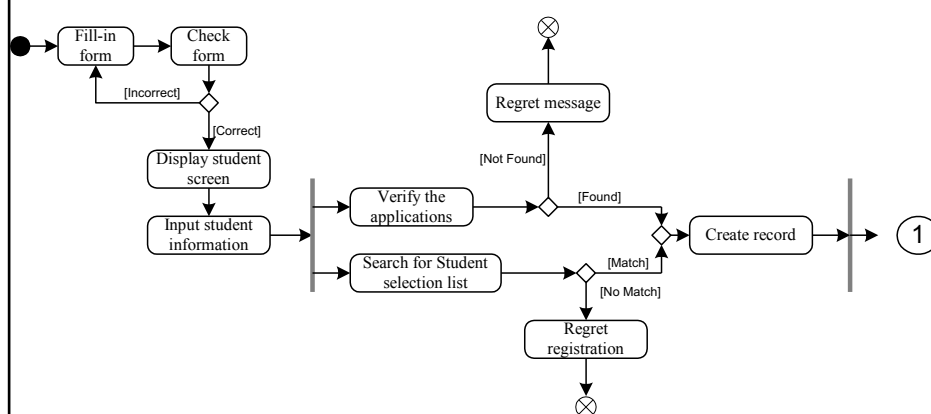
- **Decision**
 - A diamond with one flow entering and several leaving. The flow leaving includes conditions as yes/ no state
- **Flow final**
 - The circle with X through it. This indicates that Process stop at this point
- **Swim lane**
 - A partition in activity diagram by means of dashed line, called swim lane. This swim lane may be horizontal or vertical



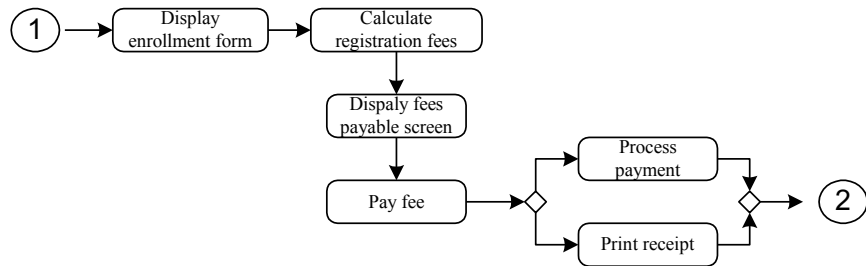
Detailed Activity Diagram



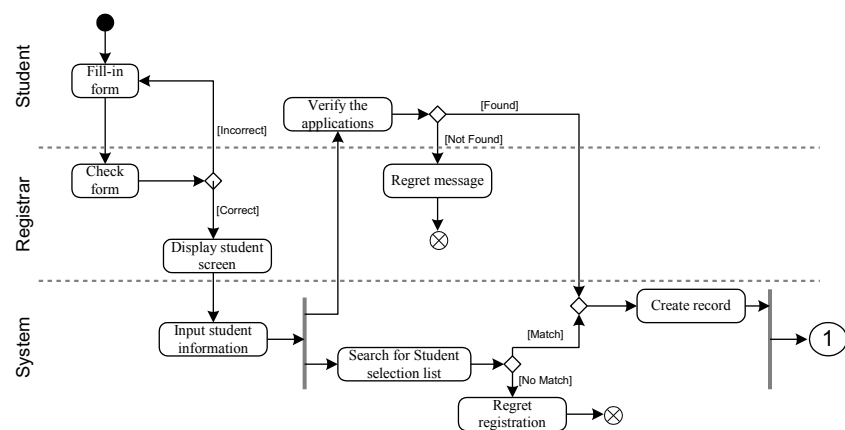
Detailed Activity Diagram



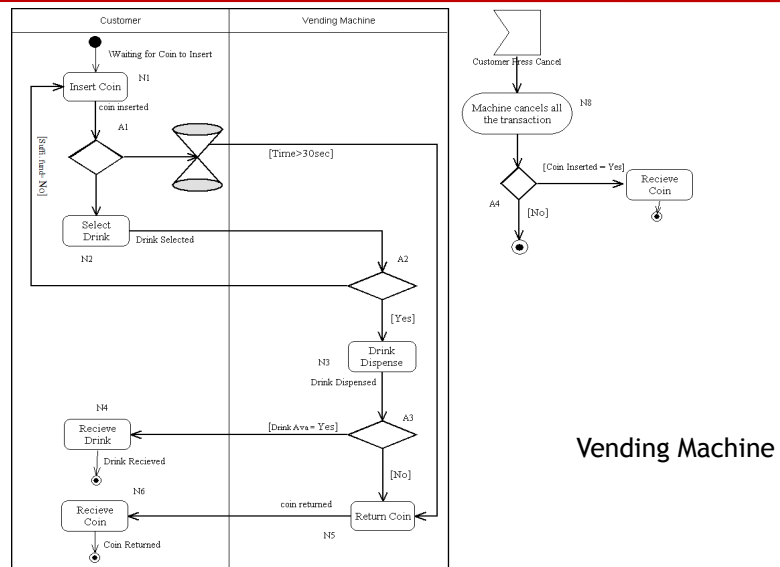
Detailed Activity Diagram



Activity Diagram with Swim Lane



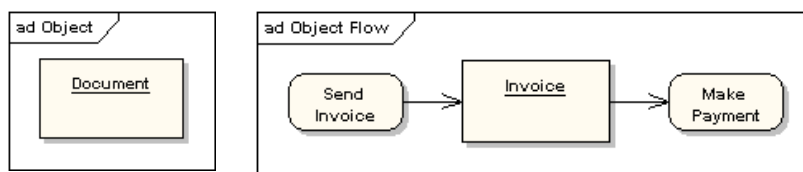
Activity Diagram with UML 2.0



Some more features in
Activity Diagrams

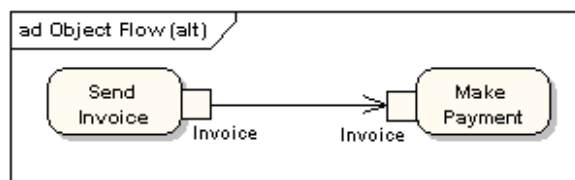
Object and Object Flow

- An object flow is a path along which objects can pass. An object is shown as a rectangle
- An object flow is shown as a connector with an arrowhead denoting the direction the object is being passed.



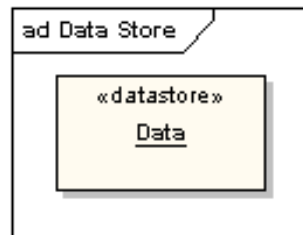
Input and Output Pin

- An object flow must have an object on at least one of its ends. A shorthand notation for the above diagram would be to use input and output pins



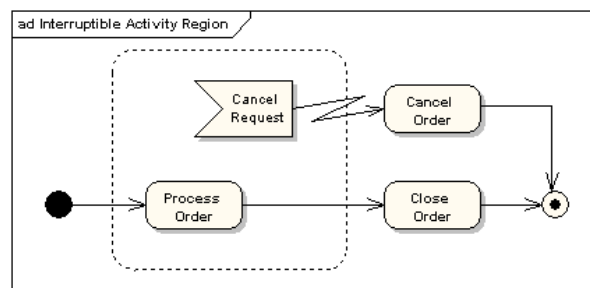
Data Store

- A data store is shown as an object with the «datastore» keyword

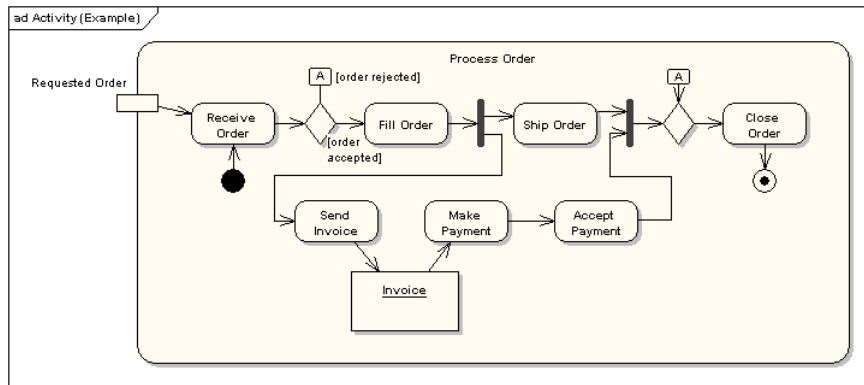


Interruptible Activity Region

- An interruptible activity region surrounds a group of actions that can be interrupted. In the very simple example below, the Process Order action will execute until completion, when it will pass control to the Close Order action, unless a Cancel Request interrupt is received which will pass control to the Cancel Order action



An Example



Importance of Activity Diagram

- An activity diagram can depict a model in several ways
- It can also depicts “Basic course of action” as well as “detailed courses”
- Activity diagram can also be drawn that cross several use cases, or that address just a small portion of use case
- Activity diagrams are normally employed in business process modeling. This is carried out during the initial stages of requirement analysis and specification
- Activity diagrams can be very useful to understand the complex processing activities involving many components
- The activity diagram can be used to develop interaction diagrams which help to allocate activities to classes

Problems to Ponder

- How activity diagram related to flow chart? How it differs from flow chart?
 - How methods in classes and activities can be correlated?
-

Exercises?

- Prepare an activity diagram for computing a restaurant bill. There should be a charge for each delivered item. The total amount should be subjected to a tax and a service charge of 18% for group of six or more. For smaller groups, there should be a blank entry for a gratuity according to the customer's discretion. Any coupons or gift certificates submitted by the customer should be subtracted.
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Activities

- Total items
- Add tax
- Credit coupons and certificates
- Customer determines gratuity [less than six]
- Add 18% [six or more]

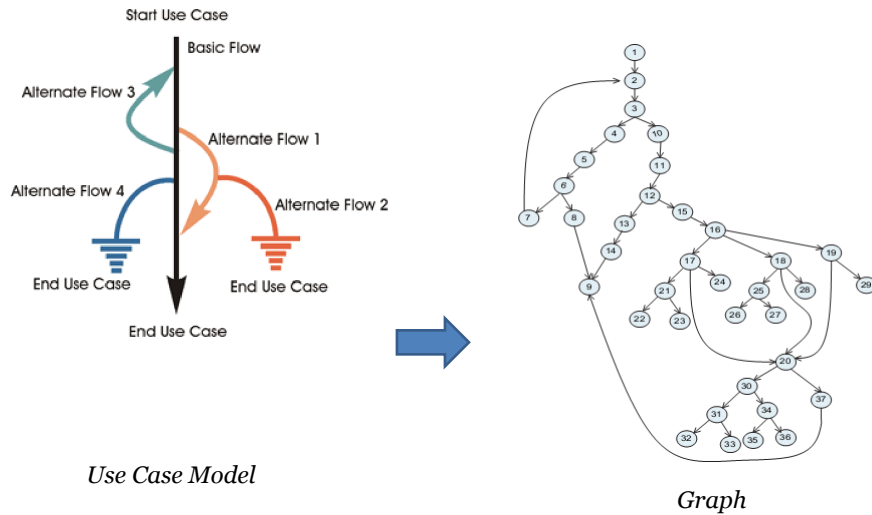
Activity diagram???



Exercises?

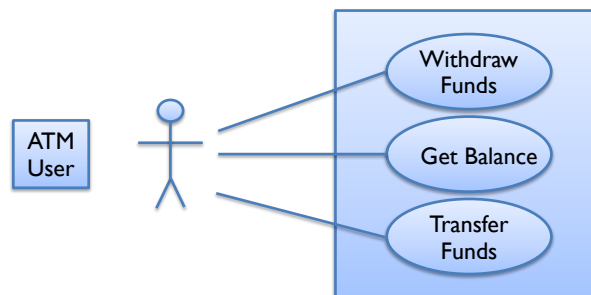
- Prepare an activity diagram that elaborates the details of logging into an email system. Note that entry of the user name and the password can occur in any order.
 - Draw the activity diagrams for
 - Library Information System
 - Bank ATM
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Use Case to Activity: Graph - Example



27

Simple Use Case Example



- **Actors** : Humans or software components that use the software being modeled
- **Use cases** : Shown as circles or ovals
- **Node Coverage** : Try each use case once ...

Use case graphs, by themselves, are not useful for testing

Elaboration of ATM Use Case

- Use Case Name : Withdraw Funds
- Summary : Customer uses a valid card to withdraw funds from a valid bank account.
- Actor : ATM Customer
- Precondition : ATM is displaying the idle welcome message
- Description :
 - Customer inserts an ATM Card into the ATM Card Reader.
 - If the system can recognize the card, it reads the card number.
 - System prompts the customer for a PIN.
 - Customer enters PIN.
 - System checks the card's expiration date and whether the card has been stolen or lost.
 - If the card is valid, the system checks if the entered PIN matches the card PIN.
 - If the PINs match, the system finds out what accounts the card can access.
 - System displays customer accounts and prompts the customer to choose a type of transaction. There are three types of transactions, Withdraw Funds, Get Balance and Transfer Funds. (The previous eight steps are part of all three use cases; the following steps are unique to the Withdraw Funds use case.)

Elaboration of ATM Use Case – 2/3

- Description (continued) :
 - Customer selects Withdraw Funds, selects the account number, and enters the amount.
 - System checks that the account is valid, makes sure that customer has enough funds in the account, makes sure that the daily limit has not been exceeded, and checks that the ATM has enough funds.
 - If all four checks are successful, the system dispenses the cash.
 - System prints a receipt with a transaction number, the transaction type, the amount withdrawn, and the new account balance.
 - System ejects card.
 - System displays the idle welcome message.

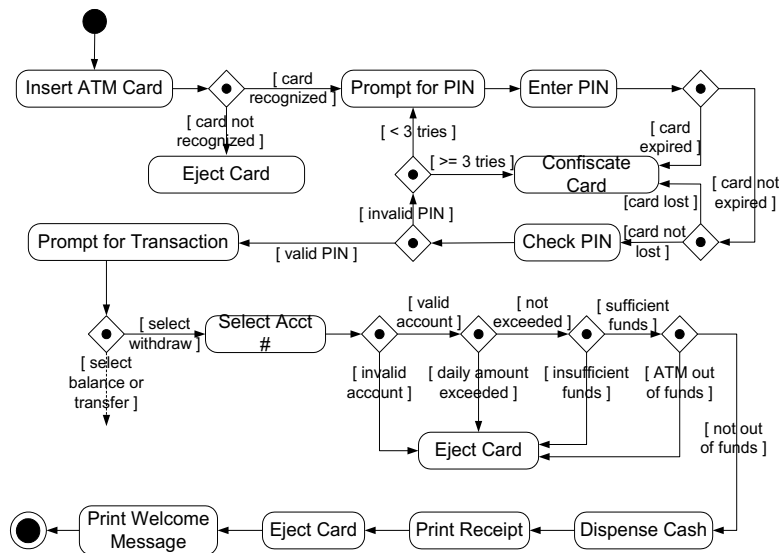
Elaboration of ATM Use Case – 3/3

- Alternatives :
 - If the system cannot recognize the card, it is ejected and the welcome message is displayed.
 - If the current date is past the card's expiration date, the card is confiscated and the welcome message is displayed.
 - If the card has been reported lost or stolen, it is confiscated and the welcome message is displayed.
 - If the customer entered PIN does not match the PIN for the card, the system prompts for a new PIN.
 - If the customer enters an incorrect PIN three times, the card is confiscated and the welcome message is displayed.
 - If the account number entered by the user is invalid, the system displays an error message, ejects the card and the welcome message is displayed.
 - If the request for withdraw exceeds the maximum allowable daily withdrawal amount, the system displays an apology message, ejects the card and the welcome message is displayed.
 - If the request for withdraw exceeds the amount of funds in the ATM, the system displays an apology message, ejects the card and the welcome message is displayed.
 - If the customer enters Cancel, the system cancels the transaction, ejects the card and the welcome message is displayed.
- Postcondition :
 - Funds have been withdrawn from the customer's account.

Use Cases to Activity Diagrams

- Activity diagrams indicate **flow among activities**
- Activities should model **user level steps**
- Two kinds of nodes:
 - **Action** states
 - **Sequential** branches
- Use case descriptions become **action state nodes** in the activity diagram
- Alternatives are **sequential branch nodes**
- Flow among steps are **edges**
- Activity diagrams usually have some helpful characteristics:
 - Few loops
 - Simple predicates

ATM Withdraw Activity Graph

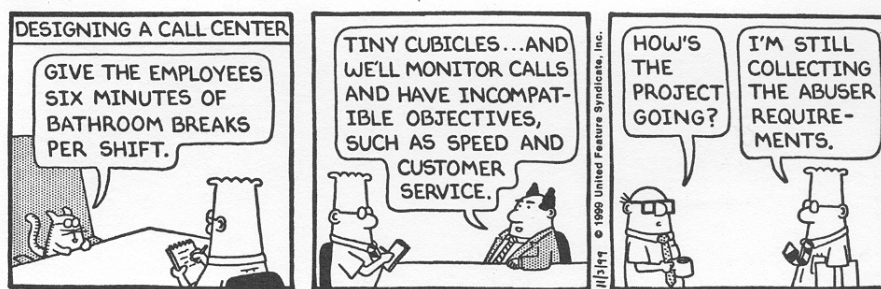


Exercise?

Use case Name	Process Sale	
Actors	Cashier, Catalog System, Inventory System	
Basic Flow	Steps	Actions
	1	Cashier starts a new sale.
	2	Cashier enters item identifier.
	3	POS System retrieve item information from the catalog system and, records sale line item and presents item description, price, and running total. Cashier repeats steps 2 until indicates done.
	4	POS System calculates and presents total price.
	5	Cashier tells Customer the total, and asks for payment.
	6	Customer pays and POS System handles payment
	7	POS System records completed sale and sends sale information to the external Inventory system for stock update.
	8	POS System prints receipt.
	9	Customer leaves with receipt and goods.
Alternate Flow	Steps	Branching Actions
	2.1	IF the item entered by the Cashier is Invalid identifier THEN POS System Indicate error and Cashier enters the item manually.
	7.1	IF the items stock gets below a predefined minimum place a reposion order THEN Cashier deletes the item
	6.1	IF The Customer not have enough money THEN Customer asks the cashier to Cancel the transaction
	6.2	IF Customer says they intended to pay by cash but don't have enough cash THEN Customer uses an alternate payment method. The cashier tells customer to pay by card.
Precondition	Cashier is identified and authenticated.	
Postcondition	Sale is saved. Accounting and Inventory are updated. Receipt is generated. Payment authorization approvals are recorded.	

Prepare an activity diagram??

Cartoon of the Day



Questions?

[Next Lectures...](#)

Sequence diagram: Identification of Domain Objects

Use Case Realization

