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Course Name : **Software Engineering Lab**
Course Code : **CSP357**

Experiment No :04
Aim :To create a Sequence Diagram to represent the dynamic view (behavior) of thesystem
Problem Statement : Create a Sequence diagram using Star UML application for **“Smart Courier Tracking System”.**

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SEQUENCE DIAGRAM:

Sequence diagrams, commonly used by developers, model the interactions between objects in a single use case. They illustrate how the different parts of a system interact with each other to carry out a function, and the order in which the interactions occur when a particular use case is executed.

In simpler words, a sequence diagram shows different parts of a system work in a ‘sequence’ to get something done.

A **sequence diagram** is the most commonlyused **interaction** diagram.

Interaction diagram –

An interaction diagram is used to show the interactive behavior of a system. Since visualizing the interactions in a system can be a cumbersome task, we use different types of interaction diagrams to capture various features and aspects of interaction in a system.

Lifelines –

A lifeline is a named element which depicts an individual participant in a sequence diagram. So basically each instance in a sequence diagram is represented by a lifeline. Lifeline elements are located at the top in a sequence diagram. The standard in UML for naming a lifeline follows the following format – Instance Name : Class Name

Messages – Communication between objects is depicted using messages. The messages appear in a sequential order on the lifeline. We represent messages using arrows. Lifelines and messages form the core of a sequence diagram.

Uses of sequence diagrams –

- Used to model and visualise the logic behind a sophisticated function, operation or procedure.
- They are also used to show details of UML use case diagrams.
- Used to understand the detailed functionality of current or future systems.
- Visualise how messages and tasks move between objects or components in a system.

ScreenShot of Sequence Diagram