

This assignment will challenge you to apply your knowledge of object-oriented design to produce a UML sequence diagram from a given code base.

Review criteria**less**

You will be graded on the completeness, clarity, and readability of your submitted UML sequence diagram.

Step-By-Step Assignment Instructions**less****Setup instructions**

Download, examine and run the code base provided. This is the same code base that you used in the previous Peer Review assignment:

SharingApp_items_only.zip

You will be expected to upload a PDF of your diagram. A free online tool you may use to make your diagram is [Lucidchart](#).

Guidelines for the assignment

Review this lecture to aid you on your assignment:

1.3.6 – UML Sequence Diagram

How to create your assignment

Review the code responsible for adding a new item.

Make a sequence diagram that captures the interactions of objects in the app when a new item is added.

Your sequence diagram should contain the following classes:

- AddItemActivity
- ItemList
- Dimensions
- Item

And contain calls of the following methods:

- onCreate()

- loadItems()
- saveItem()
- Dimensions constructor
- Item constructor
- addItem()
- saveItems()

Lastly, the activation of AddItemActivity should start with the call to “onCreate()”

Hint: you may need to use nested activations.