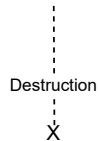| Symboles |
|---|

Rectangle represent internal object of the software.

ObjectName

Stick figures represent external actor
(people interacting with the software, external
software and hardware).

actorName

Vertical dotted line are life line that represents the
time span of an object/actor its life ends with an **X.**

Destruction

X

To send a message between an object/actor, we
use a **solid line arrow** labeled with the message
name.

messageName
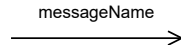
To send a return message between an
object/actor, we use a **dotted line arrow** labeled
with the return value or acknowledgment.

returnName
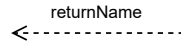
To create an object , we use a **solid line
arrow** labeled with Creation , pointing to the newly
created object.

creation

ObjectName
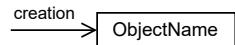
A **horizontal rectangle** represents the activation
of an object or actor, indicating when it is
performing a task. During this time, the object can
send messages, receive responses, and make
self-calls.

sendingMessage

Self
Call

returnMessage