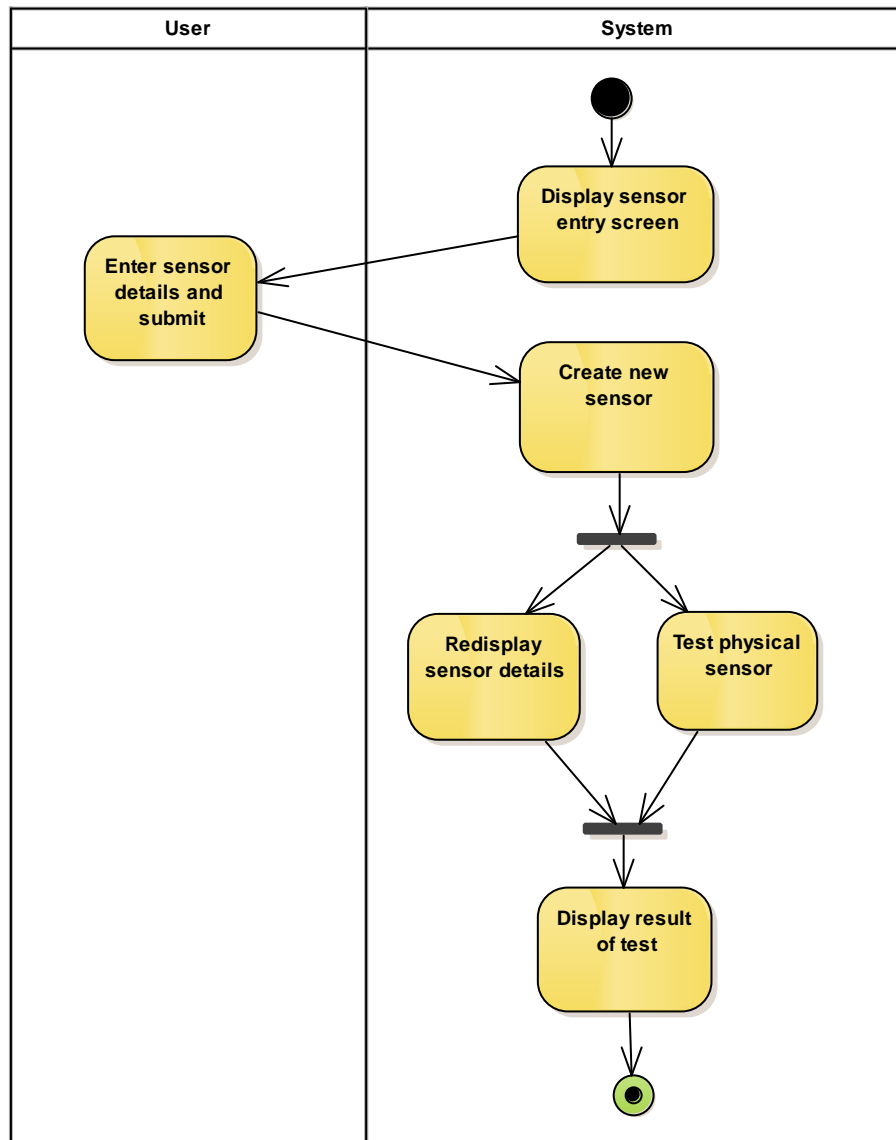


Learning UML

O'Reilly

Exercises – Objects and Object Flows

If you have followed along, you should have an activity diagram called *Add a sensor (Swimlanes)*.



Now you are going to add object flows to this activity diagram.

Make the *System* partition larger.

Add an object called *sensor* of the class *TemperatureSensor* with the state *Unknown*.

Draw an object flow from the activity *Create new sensor* to the object *sensor*.

Draw an object flow from the object *sensor* to the activity *Redisplay sensor details*. (You may want to move activities around in the diagram.)

Do the same again, with another sensor object between *Redisplay sensor details* and *Display result of test*.

Now add an object flow directly from the activity *Create new sensor* to the activity *Test physical sensor*. Name the pins in the same way as for the objects you have added.

Now add an object flow directly from the activity *Test physical sensor* to the activity *Display result of test*. Name the pins *sensorExists*.

Remove the fork and join and the control flows.

Your diagram should look something like this.

