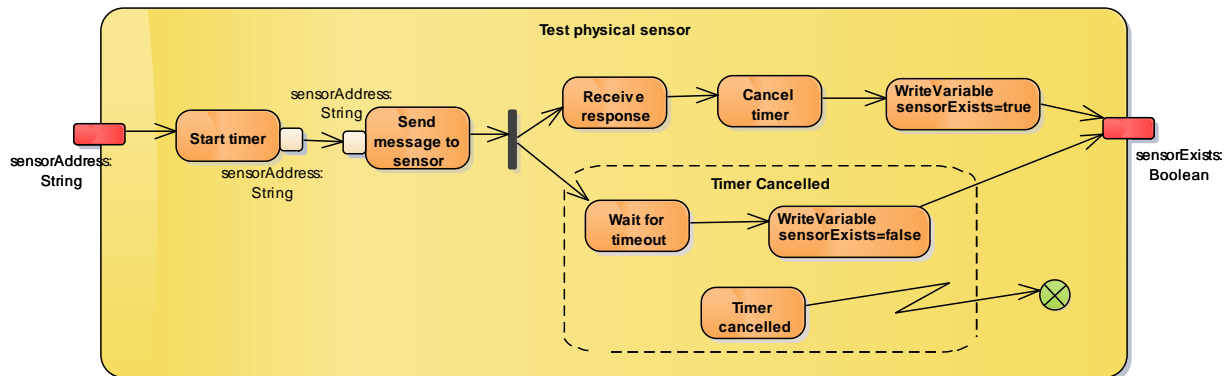


Learning UML

O'Reilly

Exercises – Send Receive and Timers

If you have followed along, you should have an activity diagram called *Test physical sensor*.



Now you are going to add a timer and change some actions to send and receive actions.

Add an AcceptTimeEventAction to the diagram to the left of the interruptible region. (Note that if you are doing this with Enterprise Architect, you have to add an AcceptEventAction (Receive) and then change it to an AcceptTimeEventAction.) Call it *Timeout*.

Add a control flow to the action *Wait for timeout*.

Change the actions *Send message to sensor* and *Cancel timer* to SendSignalActions.

Change the actions *Receive response* and *Timer cancelled* to AcceptEventActions.

Add the objects *x10MessageOut* and *x10MessageIn* and connect them using object flows with *Send message to sensor* and *Receive response*. Set them to be instances of *X10Message*.

Your diagram should look something like this.

