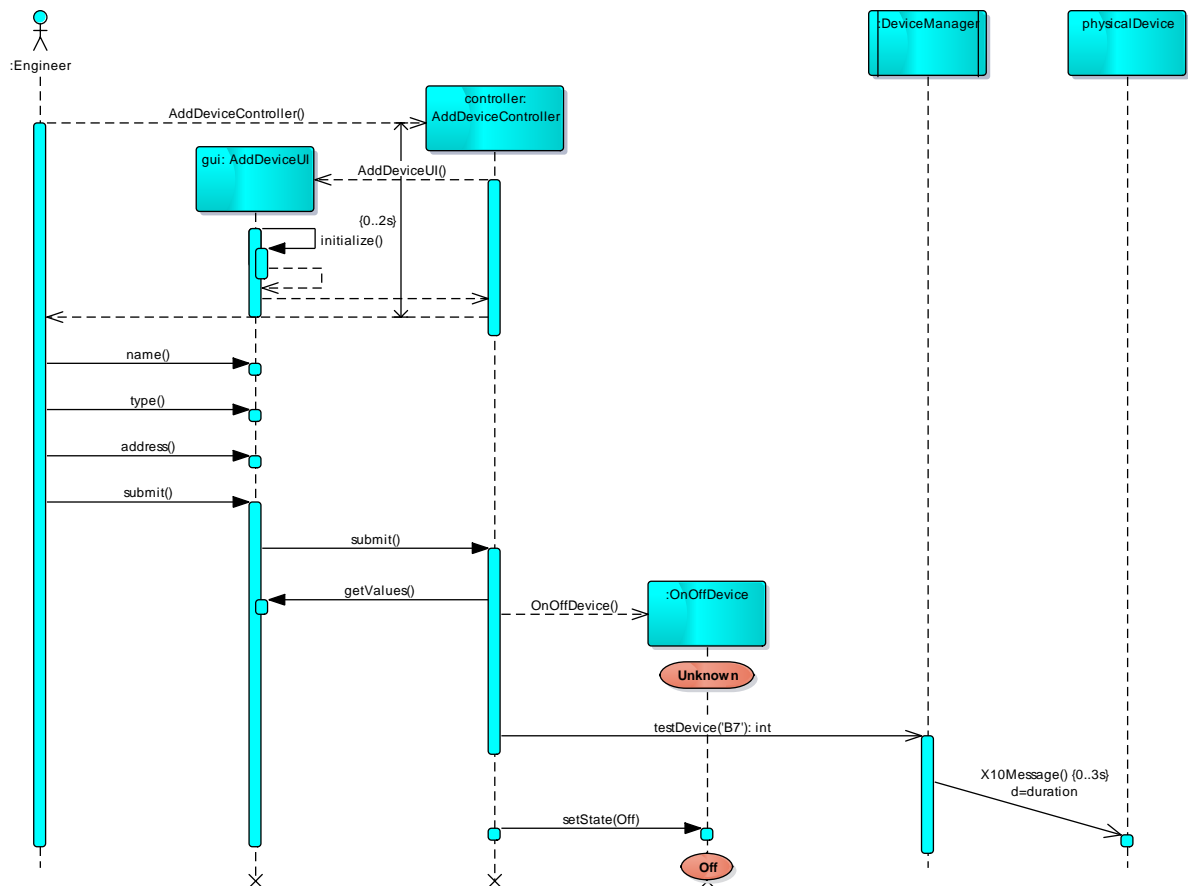


Learning UML

O'Reilly

Exercises – Timing and Duration Constraints

If you have followed along, your *Add a device* sequence diagram should look similar to the one in the movie.



The following additions need to be made so that they appear before the *setState* message from *controller* to *:OnOffDevice*.

Add a signal from *physicalDevice* to *:DeviceManager* called *X10Message*.

Add a duration constraint to the signal of *{0..0.5s}* and a duration observation of *d1=duration*.

Add an asynchronous message from *:DeviceManager* to *controller* called *deviceExists* with the argument *true*.

Add a synchronous message from *controller* to *gui* called *setStatusLine* with the argument *'Device at address B7 exists.'*

Add a duration constraint between the send of *setStatusLine* and the point where *controller* send the *testDevice* message of *{0..3.5s}*.

Your sequence diagram should now look something like this.

