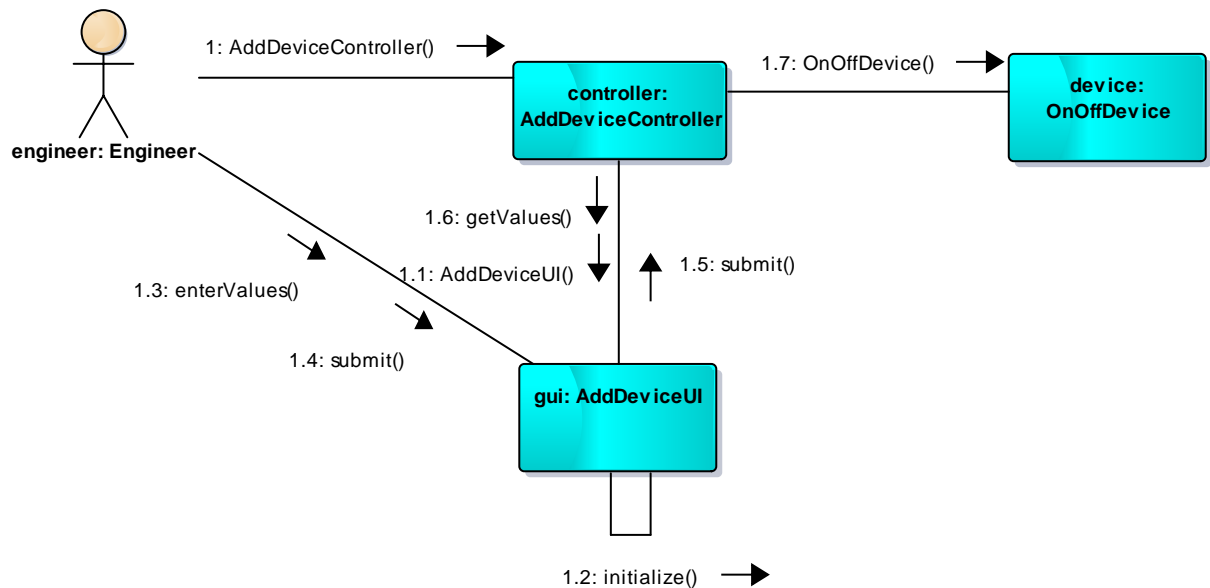


Learning UML

O'Reilly

Exercises – Basic Notation of Communication Diagrams

If you have followed along, you should have a communication diagram called *Add a device* like this.



(Note that constructor arrows may/should be dashed with open ends.)

Now you are going to create an equivalent communication diagram for *Add a sensor*.

Go to the use case diagram for the *Configuration* package. Add a new child diagram to *Add a sensor* as an Interaction with a Communication Diagram.

Add the actor *engineer* of the type *Engineer* as a lifeline (object).

Add the lifelines (objects) for *controller* of type *AddSensorController*, *gui* of type *AddSensorUI* and *sensor* of type *TemperatureSensor*.

Add link between the lifelines as you need them to add the messages.

Add the following messages:

From *engineer* to *controller* – *AddSensorController*

From *controller* to *gui* – *AddSensorUI*

From *gui* to *gui* – *initialize*

From *engineer* to *gui* – *enterValues*

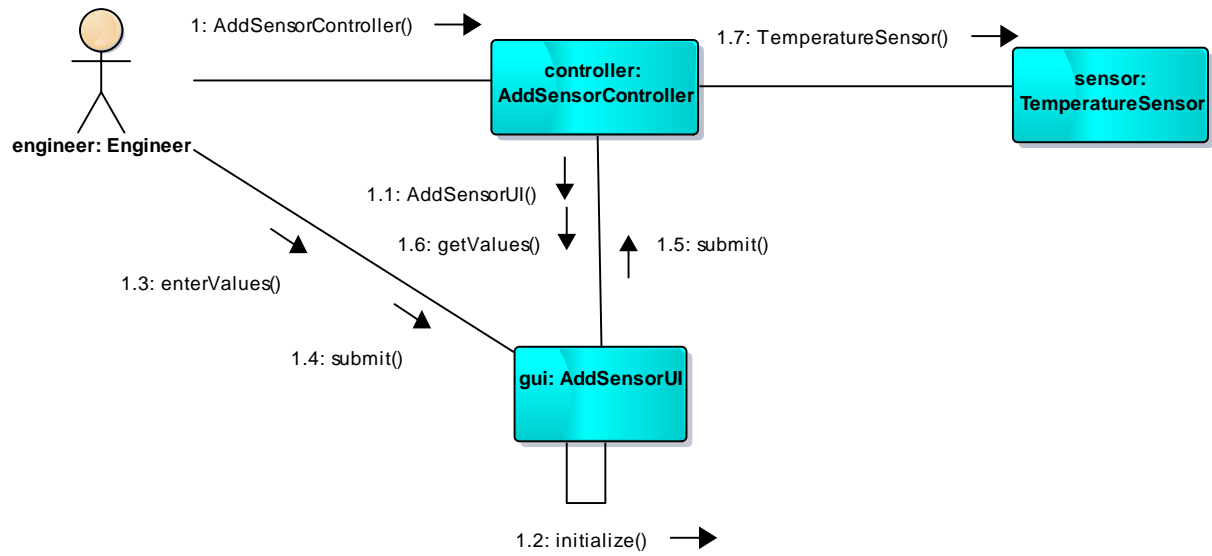
From *engineer* to *gui* – *submit*

From *gui* to *controller* – *submit*

From *controller* to *gui* – *getValues*

From *controller* to *sensor* – *TemperatureSensor*

Your new diagram should look something like this.



(Note that constructor arrows may/should be dashed with open ends.)