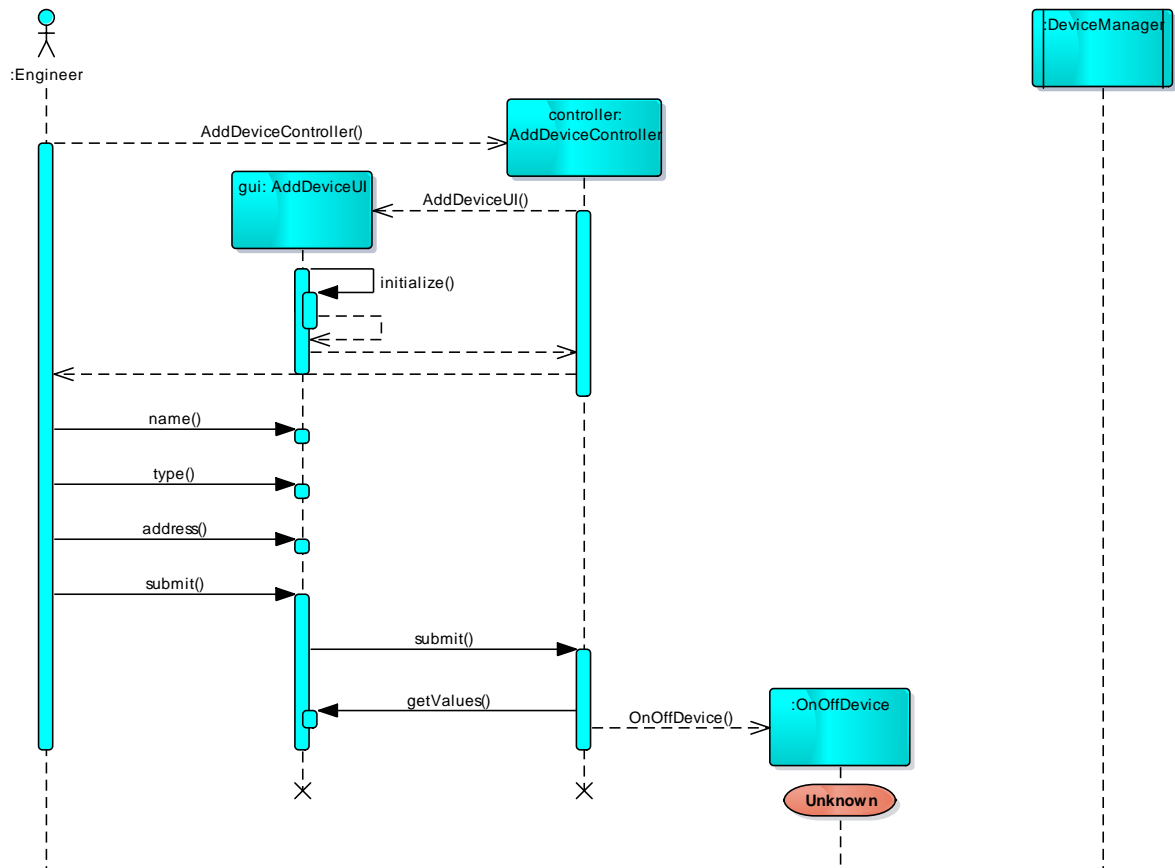# Learning UML

O'Reilly

Exercises – Active Objects and States

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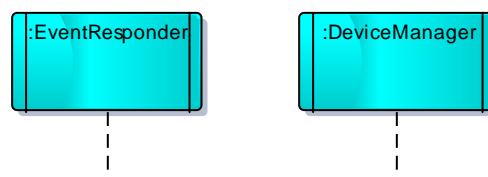

Add a new active class to the *eventmgt* package called *EventResponder*.

Add a use case to the *Running* package called , with an association with *Home Owner*.

Create an interaction sequence diagram for this use case.

Add the classes in *eventmgt* as lifelines to this sequence diagram. Check they both appear as active objects. The diagram should look like this.

Go to the *Add a device* sequence diagram.

Add a synchronous message from *AddDeviceController* to *device* called *setState* with the argument *'Off'*.

Add a new state to the lifeline of *:OnOffDevice* called *Off*.

Change the enumeration *DeviceState* to include the additional value *Unknown*.

Your sequence diagram should now look something like this.