

## **Experiment No: 7**

**Aim:** Develop Activity / State Transition diagram for the project.

### **Theory:**

#### **Activity diagram**

Activity diagram is another important diagram in UML to describe the dynamic aspects of the system.

Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system.

The control flow is drawn from one operation to another. This flow can be sequential, branched, or concurrent. Activity diagrams deal with all type of flow control by using different elements such as fork, join, etc

The purpose of an activity diagram can be described as –

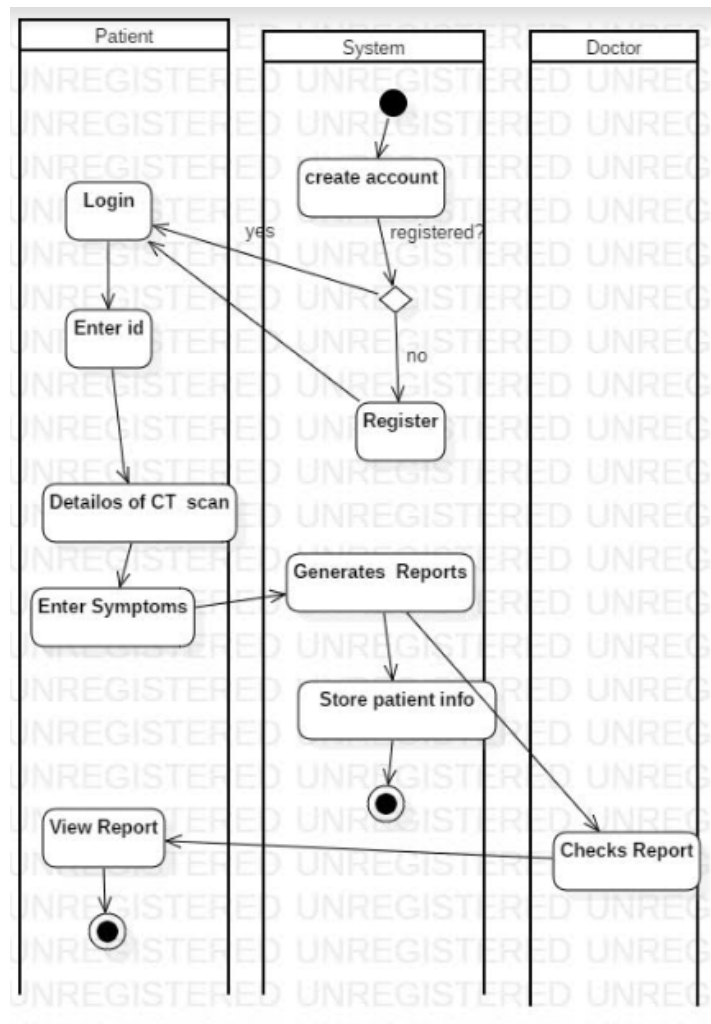
- Draw the activity flow of a system.
- Describe the sequence from one activity to another.
- Describe the parallel, branched and concurrent flow of the system.

Activity diagrams are mainly used as a flowchart that consists of activities performed by the system. Activity diagrams are not exactly flowcharts as they have some additional capabilities. These additional capabilities include branching, parallel flow, swimlane, etc.

Activity diagram is suitable for modeling the activity flow of the system. An application can have multiple systems. Activity diagram also captures these systems and describes the flow from one system to another. This specific usage is not available in other diagrams. These systems can be database, external queues, or any other system.

Activity diagram can be used for –

- Modeling work flow by using activities.
- Modeling business requirements.
- High level understanding of the system's functionalities.
- Investigating business requirements at a later stage.



## Statechart diagram

The name of the diagram itself clarifies the purpose of the diagram and other details. It describes different states of a component in a system. The states are specific to a component/object of a system.

A Statechart diagram describes a state machine. State machine can be defined as a machine which defines different states of an object and these states are controlled by external or internal events.

Statechart diagram is one of the five UML diagrams used to model the dynamic nature of a system. They define different states of an object during its lifetime and these states are changed by events. Statechart diagrams are useful to model the reactive systems. Reactive systems can be defined as a system that responds to external or internal events.

Statechart diagram describes the flow of control from one state to another state. States are defined as a condition in which an object exists and it changes when

some event is triggered. The most important purpose of Statechart diagram is to model lifetime of an object from creation to termination.

Statechart diagrams are also used for forward and reverse engineering of a system. However, the main purpose is to model the reactive system.

Following are the main purposes of using Statechart diagrams –

- To model the dynamic aspect of a system.
- To model the life time of a reactive system.
- To describe different states of an object during its life time.
- Define a state machine to model the states of an object.

The main usage can be described as –

- To model the object states of a system.
- To model the reactive system. Reactive system consists of reactive objects.
- To identify the events responsible for state changes.
- Forward and reverse engineering.

