Aim: Develop Sequence and Collaboration diagram for the project

Theory:

Sequence Diagrams –

A sequence diagram simply depicts interaction between objects in a sequential order i.e. the order in which these interactions take place. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram. Sequence diagrams describe how and in what order the objects in a system function. These diagrams are widely used by businessmen and software developers to document and understand requirements for new and existing systems.

A sequence diagram shows object interactions arranged in time sequence. It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. Sequence diagrams are typically associated with use case realizations in the Logical View of the system under development. Sequence diagrams are sometimes called **event diagrams** or **event scenarios**.

A sequence diagram shows, as parallel vertical lines (*lifelines*), different processes or objects that live simultaneously, and, as horizontal arrows, the messages exchanged between them, in the order in which they occur. This allows the specification of simple runtime scenarios in a graphical manner.

Sequence Diagram Notations –

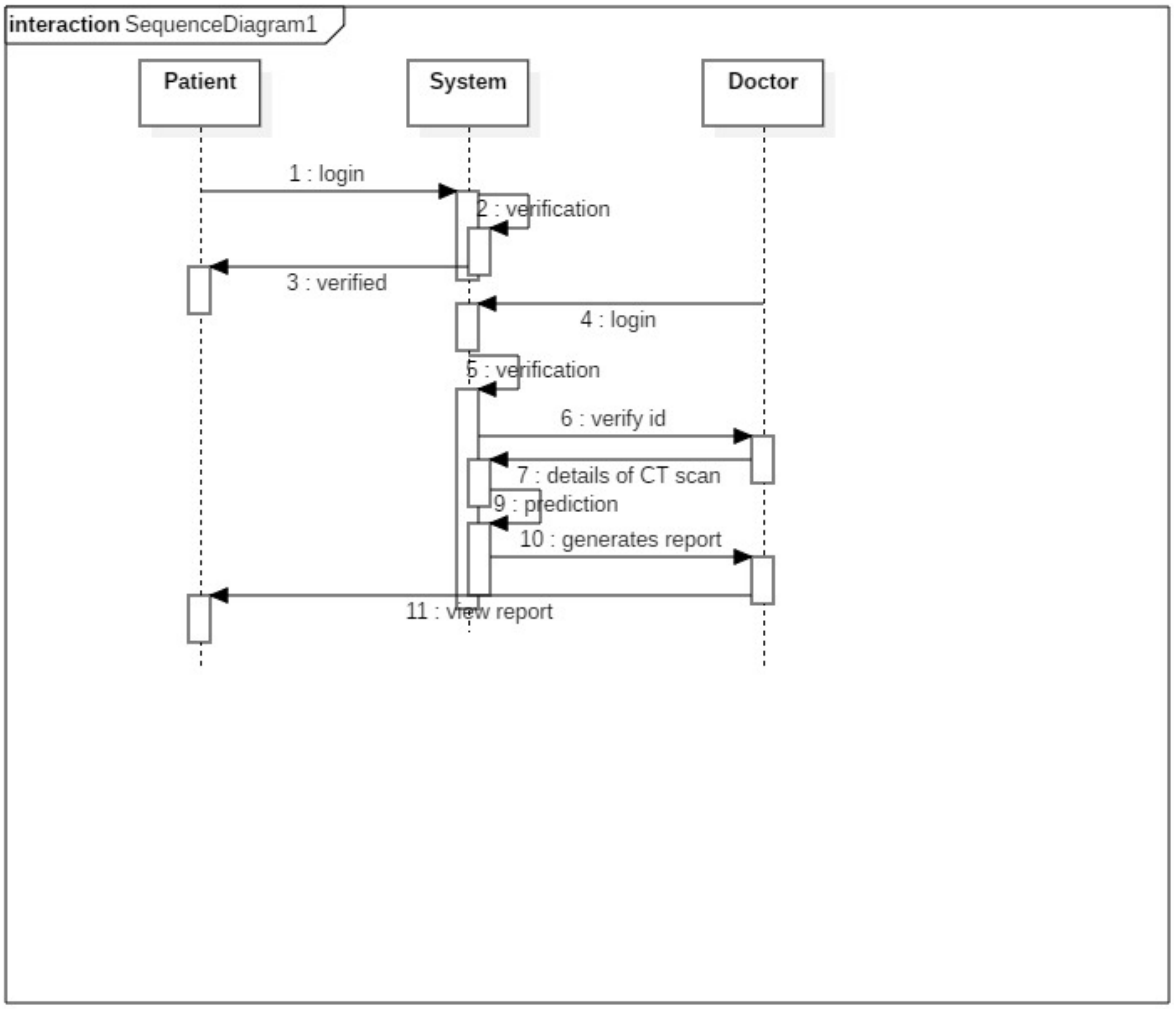
1) **Actors –** An actor in a UML diagram represents a type of role where it interacts with the system and its objects. It is important to note here that an actor is always outside the scope of the system we aim to model using the UML diagram.

We use actors to depict various roles including human users and other external subjects. We represent an actor in a UML diagram using a stick person notation. We can have multiple actors in a sequence diagram.
For example – Here the user in seat reservation system is shown as an actor where it exists outside the system and is not a part of the system.

2) **Lifelines –** A lifeline is a named element which depicts an individual participant in a sequence diagram. So basically each instance in a sequence diagram is represented by a lifeline. Lifeline elements are located at the top in a sequence diagram. The standard in UML for naming a lifeline follows the following format – Instance Name: Class Name
we display a lifeline in a rectangle called head with its name and type. The head is located on top of a vertical dashed line (referred to as the stem) as shown above. If we want to model an unnamed instance, we follow the same pattern except now the portion of lifeline's name is left blank.

Difference between a lifeline and an actor – A lifeline always portrays an object internal to the system whereas actors are used to depict objects external to the system. The following is an example of a sequence diagram:

3) **Messages –** Communication between objects is depicted using messages. The messages appear in a sequential order on the lifeline. We represent messages using arrows. Lifelines and messages form the core of a sequence diagram.
   Messages can be broadly classified into the following **categories:**
   I. **Synchronous messages –** A synchronous message waits for a reply before the interaction can move forward. The sender waits until the receiver has completed the processing of the message. The caller continues only when it knows that the receiver has processed the previous message i.e. it receives a reply message. A large number of calls in object oriented programming are synchronous. We use a solid arrow head to represent a synchronous message.
   II. **Asynchronous Messages –** An asynchronous message does not wait for a reply from the receiver. The interaction moves forward irrespective of the receiver processing the previous message or not. We use a lined arrow head to represent an asynchronous message.
4) **Create message –** We use a Create message to instantiate a new object in the sequence diagram. There are situations when a particular message call requires the creation of an object. It is represented with a dotted arrow and create word labeled on it to specify that it is the create Message symbol.
   For example – The creation of a new order on an e-commerce website would require a new object of Order class to be created.
5) **Delete Message –** We use a Delete Message to delete an object. When an object is deallocated memory or is destroyed within the system we use the Delete Message symbol. It destroys the occurrence of the object in the system. It is represented by an arrow terminating with an x.
   For example – In the scenario below when the order is received by the user, the object of order class can be destroyed.
6) **Reply Message –** Reply messages are used to show the message being sent from the receiver to the sender. We represent a return/reply message using an open arrowhead with a dotted line. The interaction moves forward only when a reply message is sent by the receiver.



Collaboration Diagram

Collaboration diagrams (known as Communication Diagram in UML 2.x) are used to show how objects interact to perform the behavior of a particular use case, or a part of a use case. Along with sequence diagrams, collaboration are used by designers to define and clarify the roles of the objects that perform a particular flow of events of a use case. They are the primary source of information used to determining class responsibilities and interfaces. It shows the object organization as seen in the following diagram. In the collaboration diagram, the method call sequence is indicated by some numbering technique. The number indicates how the methods are called one after another. We have taken the same order management system to describe the collaboration diagram.

Method calls are similar to that of a sequence diagram. However, difference being the sequence diagram does not describe the object organization, whereas the collaboration diagram shows the object organization.

To choose between these two diagrams, emphasis is placed on the type of requirement. If the time sequence is important, then the sequence diagram is used. If organization is required, then collaboration diagram is used. Model collaborations between objects or roles that deliver the functionalities of use cases and operations

- Model mechanisms within the architectural design of the system
- Capture interactions that show the messages passing between objects and roles within the collaboration
- Model alternative scenarios within use cases or operations that involve the collaboration of different objects and interactions
- Support the identification of objects (hence classes) that participate in use cases
- Each message in a collaboration diagram has a sequence number.
- The top-level message is numbered 1. Messages sent during the same call have the same decimal prefix but suffixes of 1, 2, etc. according to when they occur.

Notations used:

- **Objects:** An object is represented by an object symbol showing the name of the object and its class underlined, separated by a colon:
- **Actors:** Normally an actor instance occurs in the collaboration diagram, as the invoker of the interaction. If you have several actor instances in the same diagram, try keeping them in the periphery of the diagram.
- **Links:** Links connect objects and actors and are instances of associations and each link corresponds to an association in the class diagram.
- **Messages:** A message is a communication between objects that conveys information with the expectation that activity will ensue. In collaboration diagrams, a message is shown as a labelled arrow placed near a link.