Figure 10.1   *Collaboration diagram for the 'Maintain bike list/Add bike scenario'*

user's menu selection into a message to an object. Normally every use case will have an interface object and a control object. The control object handles the sequencing of events in the execution of the use case.

Figure 10.1 shows a collaboration diagram for the 'Add bike' scenario of the 'Maintain bike list' use case.[2]

We have added a control object, :MaintainBike, and an interface object, :MaintainBikeUI, to the 'Maintain bike list' collaboration. The sequence of events during the execution of the scenario is initiated by a message from the user to the control object (via a higher-level MainMenuUI object, see footnote) and then completely controlled by the control object.

The interaction between the actor and the objects is as follows:

- The Administrator selects the Add bike option from a welcome screen

- This choice goes (via a MainMenuUI object) to the control object :MaintainBike

- The :MaintainBike creates a new interface object :MaintainBikeUI

- The Administrator enters details of the bike he wants to add on the interface object's screen

- The interface object passes these details to the control object

- The control object passes the bike details to the Bike object.

2. *Strictly speaking, the addBike() call would be to a MainMenuUI object, as an actor wouldn't be able to call directly into the controller class. For simplicity the MainMenuUI object is omitted.*