Figure 8.15 Activity diagram for the 'Issue bike' use case, including associated objects and object flows
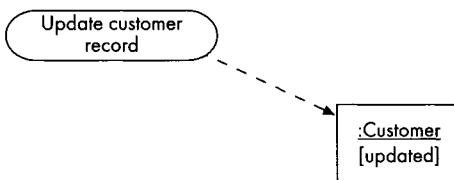

Figure 8.16 Activity 'Update customer record' updates the relevant Customer object

Figure 8.17a includes the transition between the activities 'Pay charge' and 'Issue receipt'; in Figure 8.17b these are replaced by the Payment object and the object flows linking the object to the activities.

Common problems

1 How do I know what makes a useful activity?

An activity is a situation in which something is happening. To identify useful activities, you need to mentally step through the process, use case or operation that you are describing and work out what has to be done and in what order.