Tianyi Yang CS6310 Assignment 4 LucidChart Version: 2.0

Basic Sequence Diagram

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<u>Main</u> <u>Lawn</u> Mover1 Mover2 Gopher1 startRun -UpLoadFile-Loop each turn Loop each mover -curValidMover()-If [isAllGood()] give back mover status Alternative dicideAction()_ [if status == 0] Finish and update location in Lawn and orientation Alternative [If the action is scan related function && found around mover] -TalkToOne()-TalkToOne()-[Else] [Else] Alternative [curTurn() % gopherTurn == 0] Loop each Gopher -ifHitMover() Alternative [IfHitMover()] Update Hit Mover statues [Else] [Else] Else -Print the Final Result

Learn about this template

A sequence diagram is a type of interaction diagram because it describes how and in what order a group of objects works together.

To customize this template:

- 1. Click on a shape and type the information you would like to include.
- 2. Double click the text or anywhere on the line and type information you would like to include.
- 3. Change line styles and enpoints using the properties bar.
- 4. Add and arrange shapes as needed.

Pro tip: Automatically create your sequence diagram by clicking the "</> Use Markup" button found in the UML Sequence shape library and following the instructions.

Sequence Diagram Tutorials (Hold Shift + ₩ or Ctrl, then click)

Read our UML blog post



Read our UML sequence diagram page

Watch a tutorial on how to make UML sequence diagrams

Learn how to automatically create UML sequence diagrams

Watch Lucidchart basic tutorials

See an example