

예> 주문처리 시스템

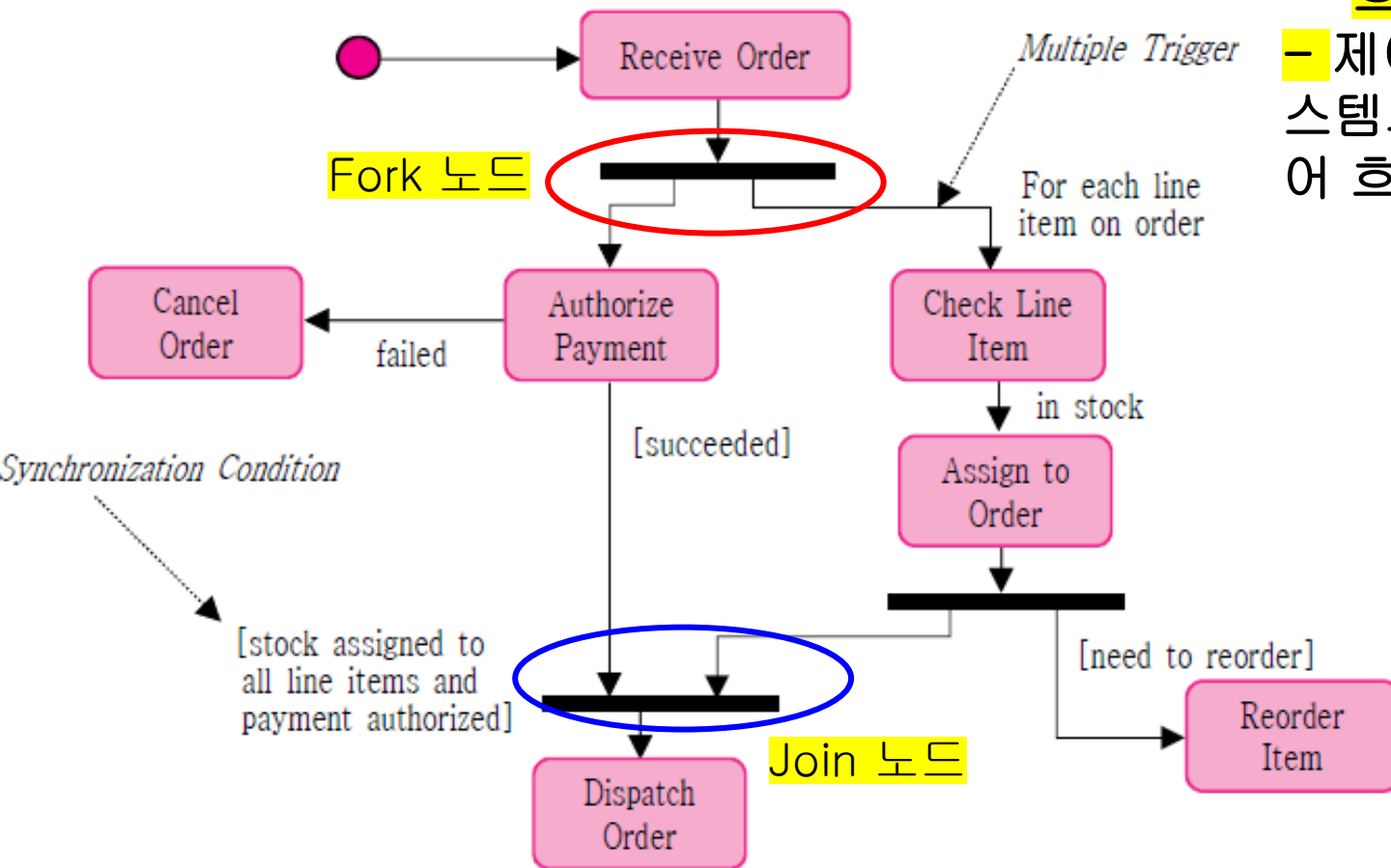
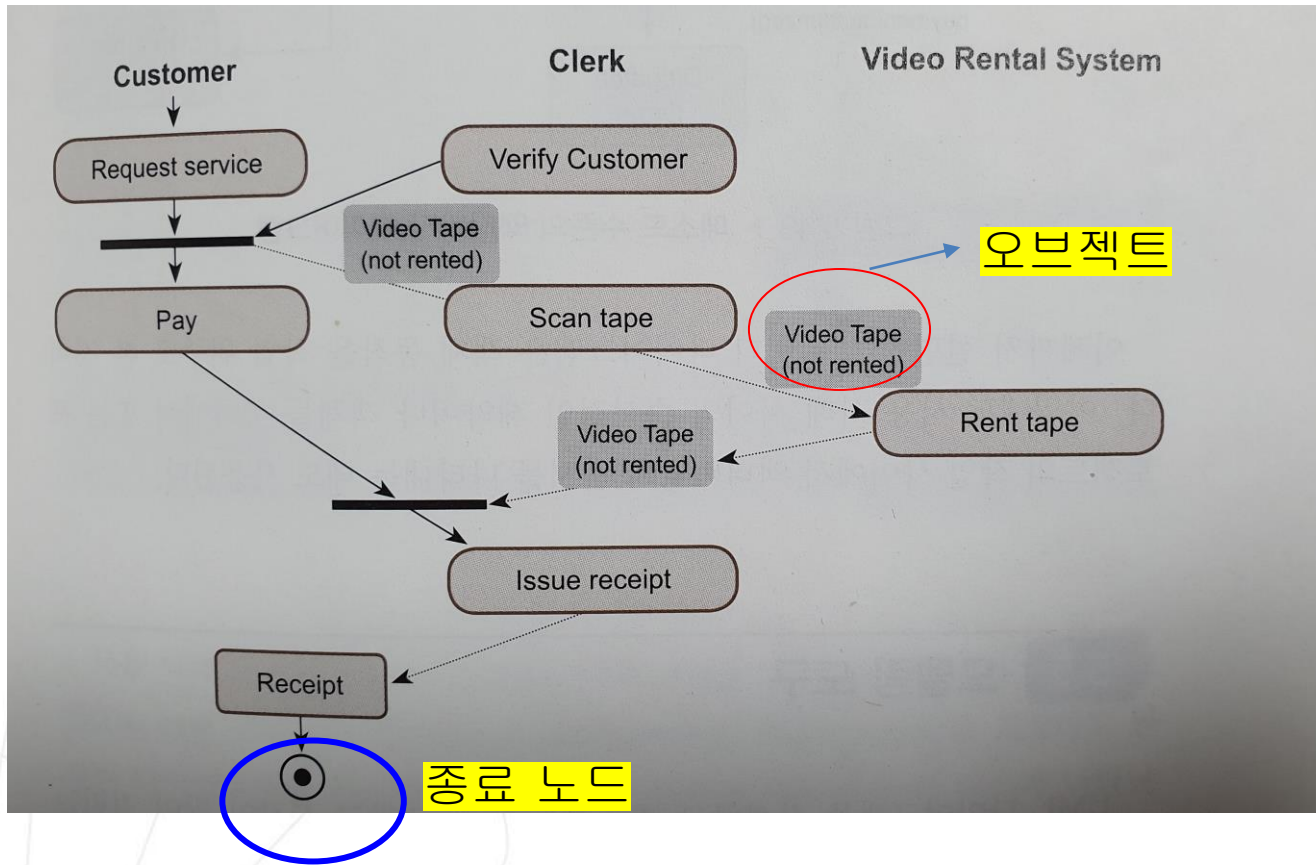
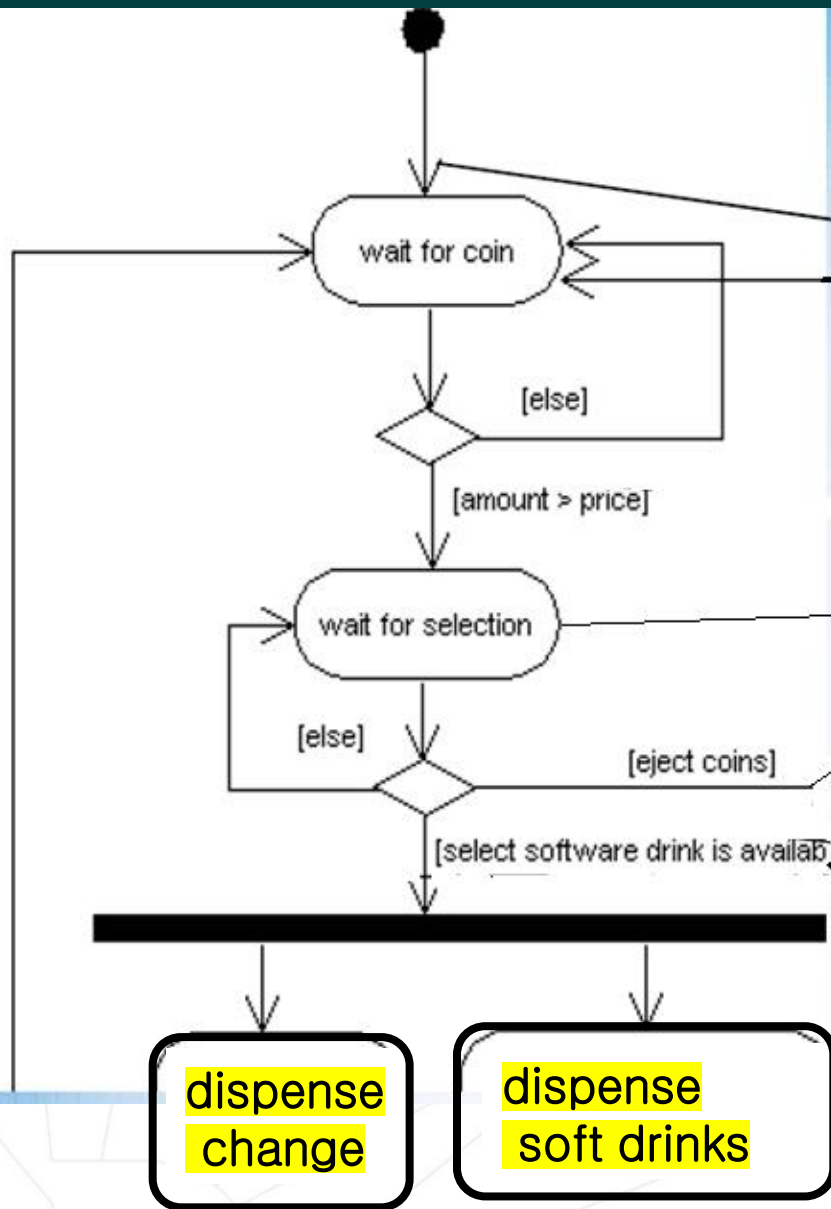


그림 5.41 ▶ 메소드 수준의 액티비티 다이어그램

- 액티비티 (액션들)의 흐름(flow)
- 제어 객체 또는 서브시스템의 알고리즘이나 제어 흐름을 나타냄



시스템-레벨 액티비티 다이어그램
(액터 관점에서 본 시스템의 액티비티 흐름)



```

while (true) {
    amount = 0
    while (amount < price) {
        wait for a coin
        add a coin value to amount
    }

    show available soft drinks
    while (selection is not done) {
        wait for selection from user
        if selection is "eject coins" {
            dispense coins;
            set selection to "done";
        }
        else if selection is a valid soft drink {
            dispense change and soft drink
            concurrently.
            set selection to "done".
        }
    }
}
  
```

