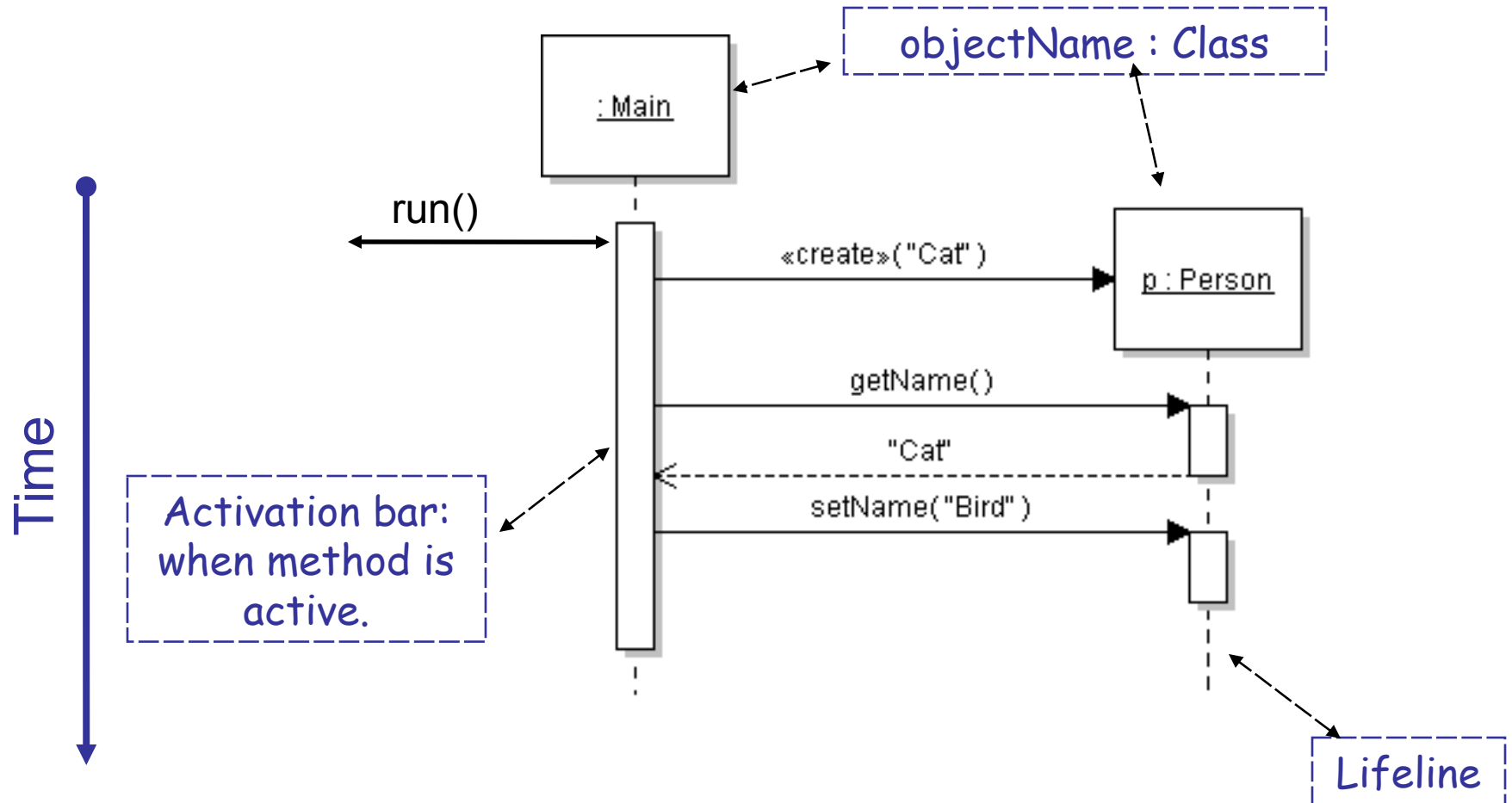


A decorative L-shaped line consisting of a vertical line on the left and a horizontal line extending to the right, both in black.

# Sequence and Interaction Diagrams

James Brucker

# Sequence Diagrams



# What goes in the Box?

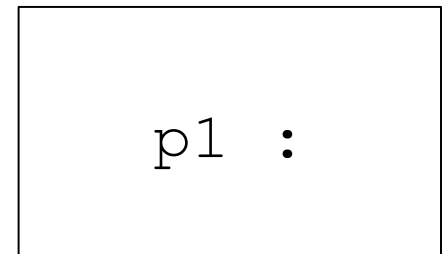
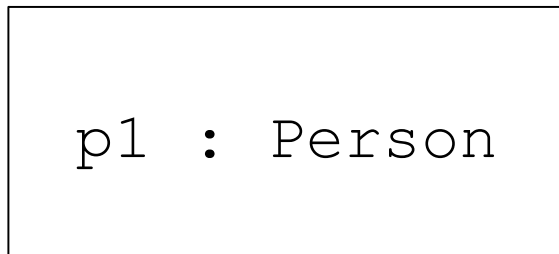


Boxes represent *objects*.

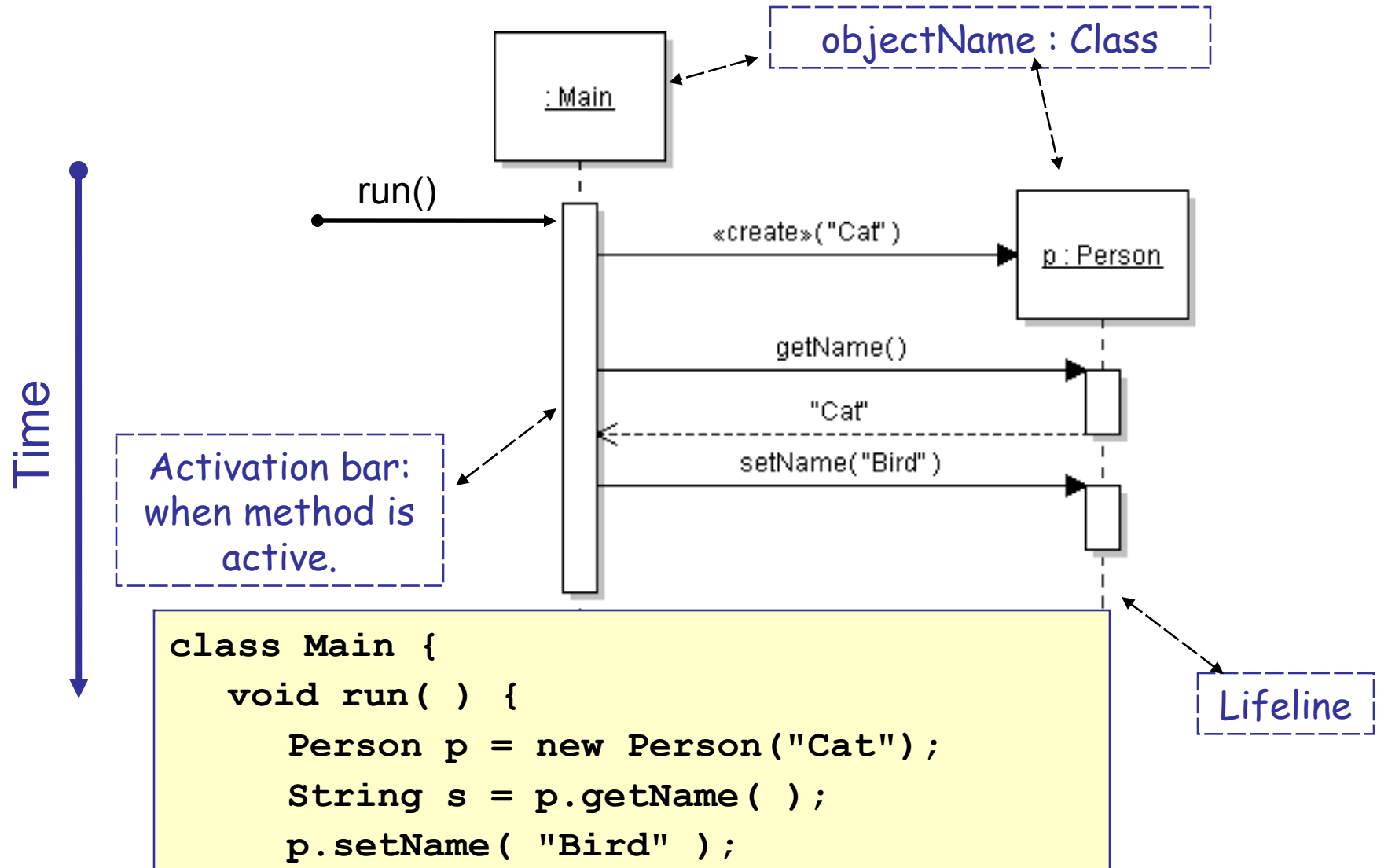
Text in box is: `name : ClassName`

Object name or `ClassName` may be empty (blank).

Show the object reference name (p1) if it is used elsewhere in the diagram.

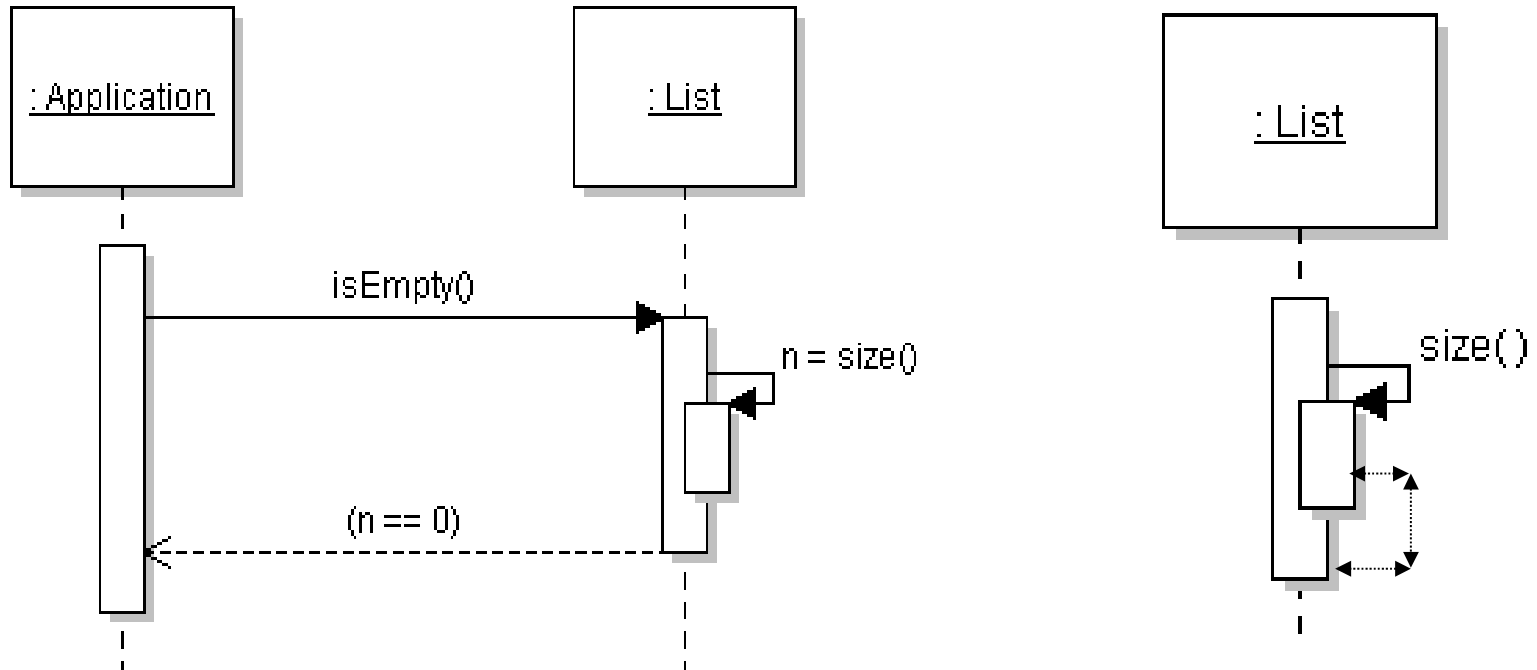


# Found Message and Creation



# Self-call

- one method calls another method of the same object



Other way to show return value.

# Synchronous & Asynchronous Calls



# Sequence Diagrams (contd)



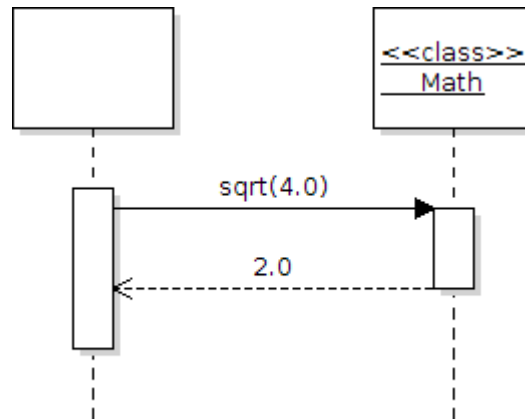
Other kinds of method calls:

- ❑ Self-call: method calls another method in same object
  - An object sends a message to itself
- ❑ Call-back: A calls B, then B calls A.
  - Not the same as "return"!

# Static Method Call

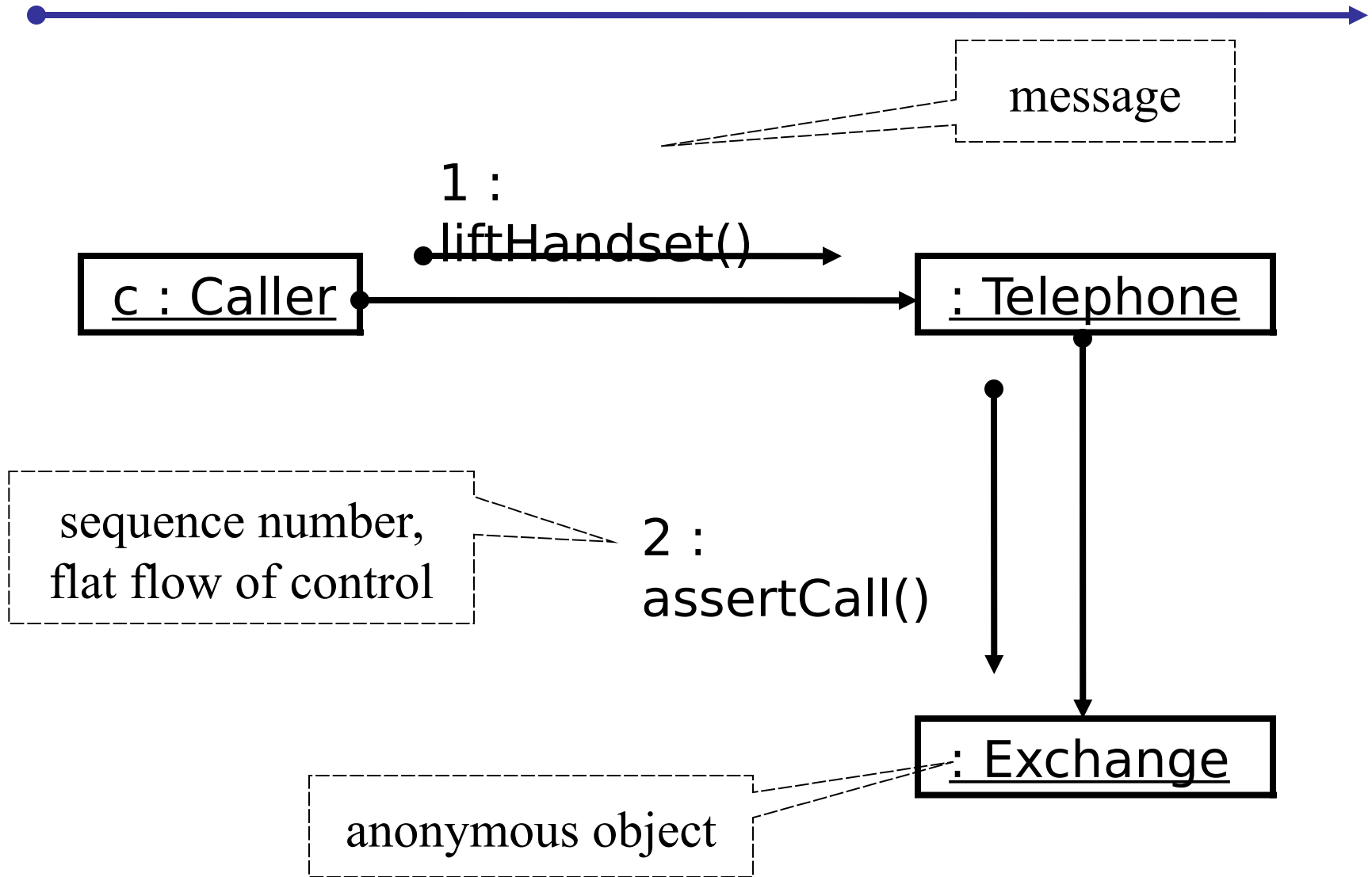
Use a separate box with stereotype <<class>>.

Larman says to write <<meta>> instead.

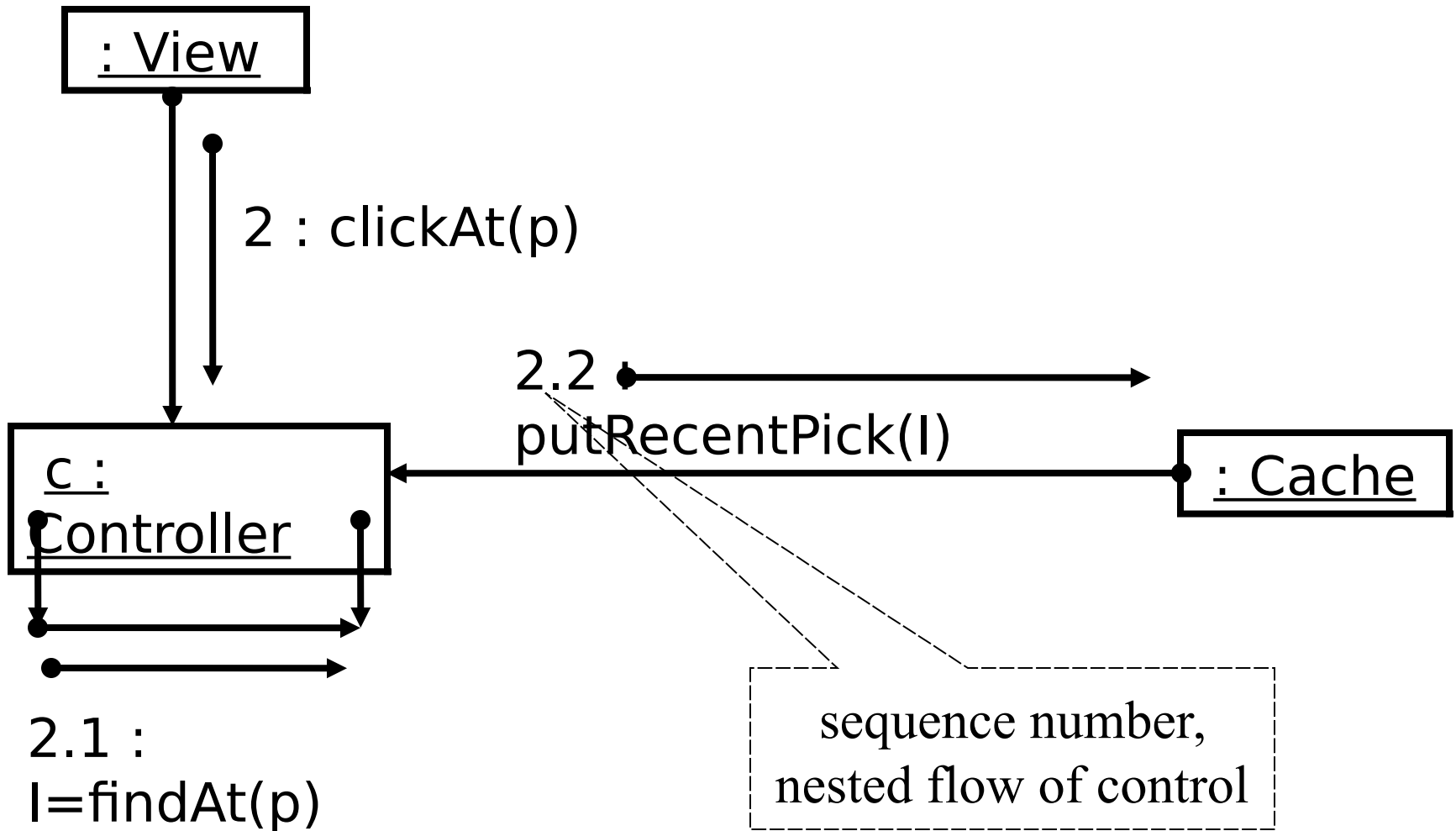




# Interaction Diagrams: Flat Sequences



# Procedural Sequences



# An Interaction Diagram

