

Modelling II

UML Interactions – also called Sequence Diagrams

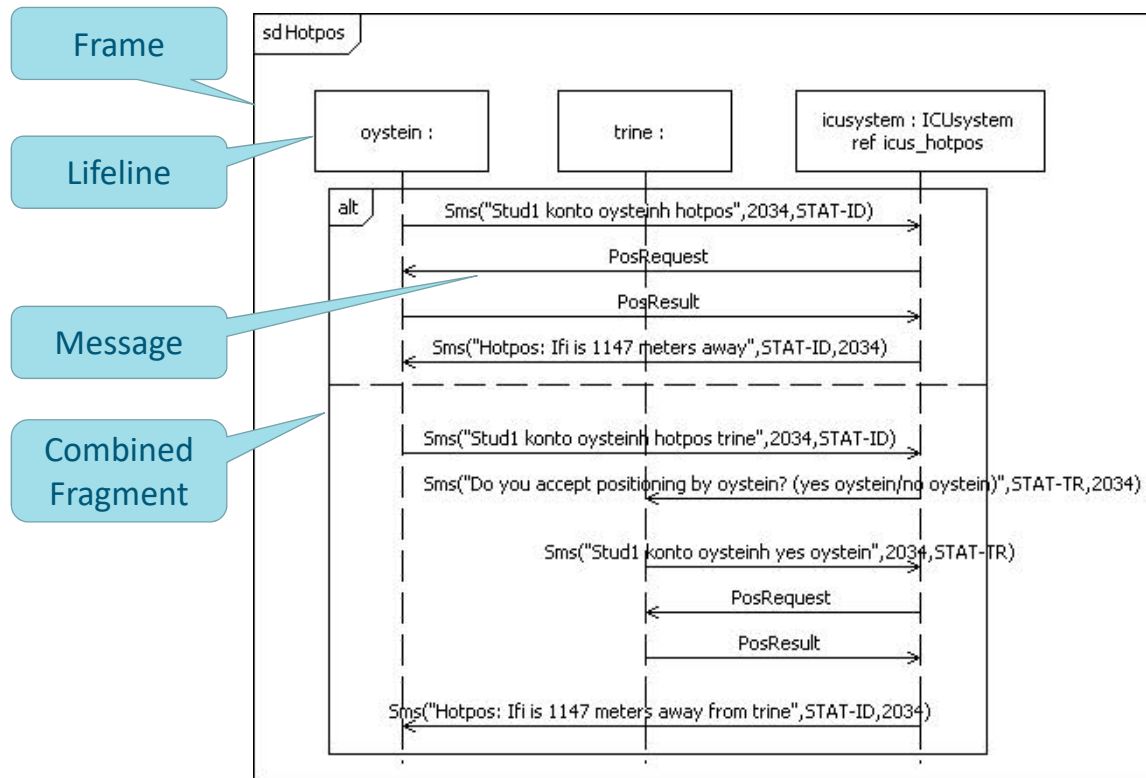
Ketil Stølen

Partly based on slides prepared by [Prof. Øystein Haugen, HiØ & SINTEF](#)

Overview of lecture

- Sequence Diagrams
 - What are they intended for?
 - Where in the software engineering process are they used?
- Basic sequence diagrams
- Interaction Fragments – structuring mechanisms

This is a Sequence Diagram



Exercise: What makes sequence diagrams fundamentally different from program code?

Sequence Diagrams in a nutshell

- Sequence Diagrams are
 - simple
 - powerful
 - readable
- Emphasizes the interaction between objects when interplay is the most important aspect
 - Often only a small portion of the total variety of behavior is described improve the individual understanding of an interaction problem

Sequence Diagrams are used to ...

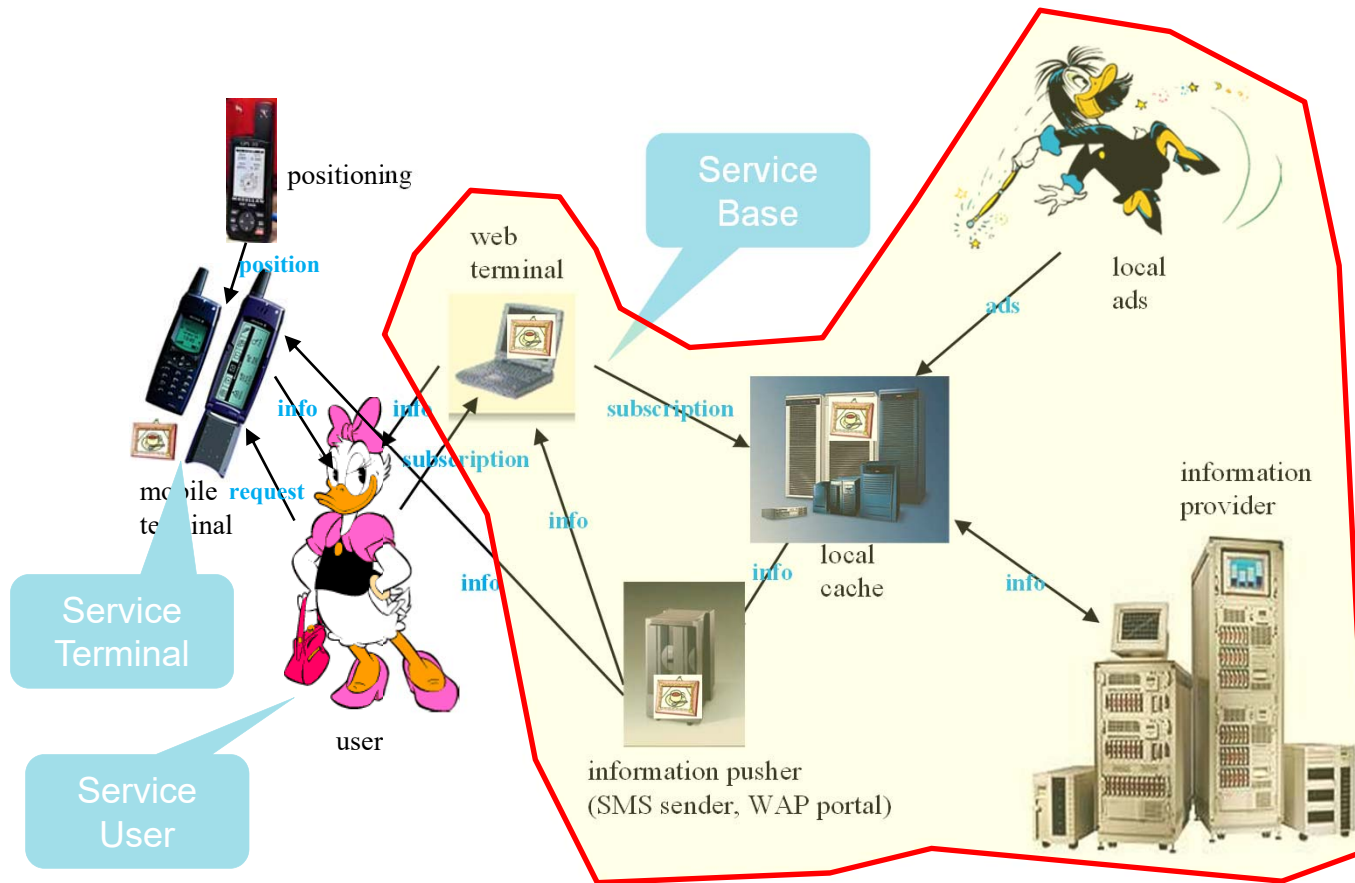
- document protocol situations,
- exemplify behavior situations,
- verify interaction properties relative to a specification,
- describe test cases,
- document simulation traces.

The example context: Dolly Goes To Town

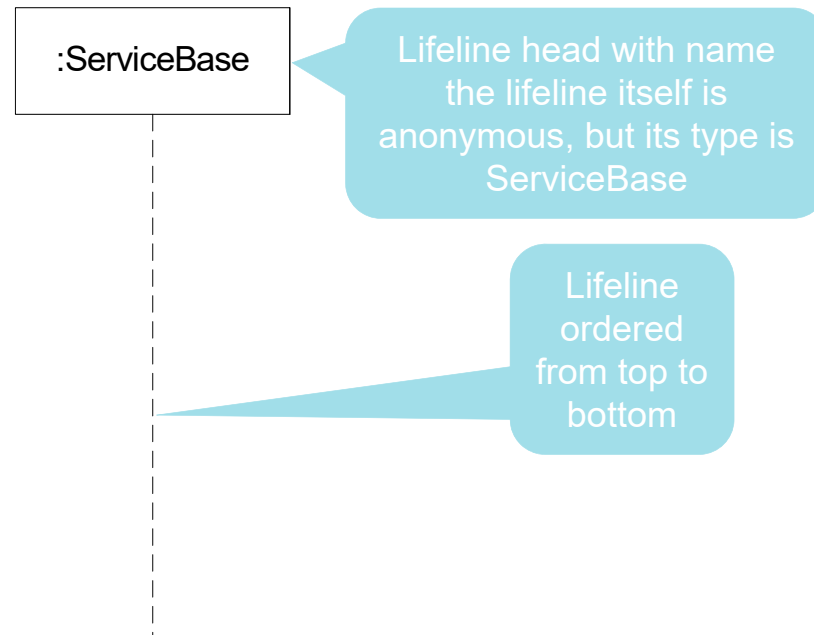
- Dolly is going to town and
 - wants to subscribe for bus schedules back home
 - given her current position
 - and the time of day;

- The service should not come in effect until a given time in the evening

The informal architecture

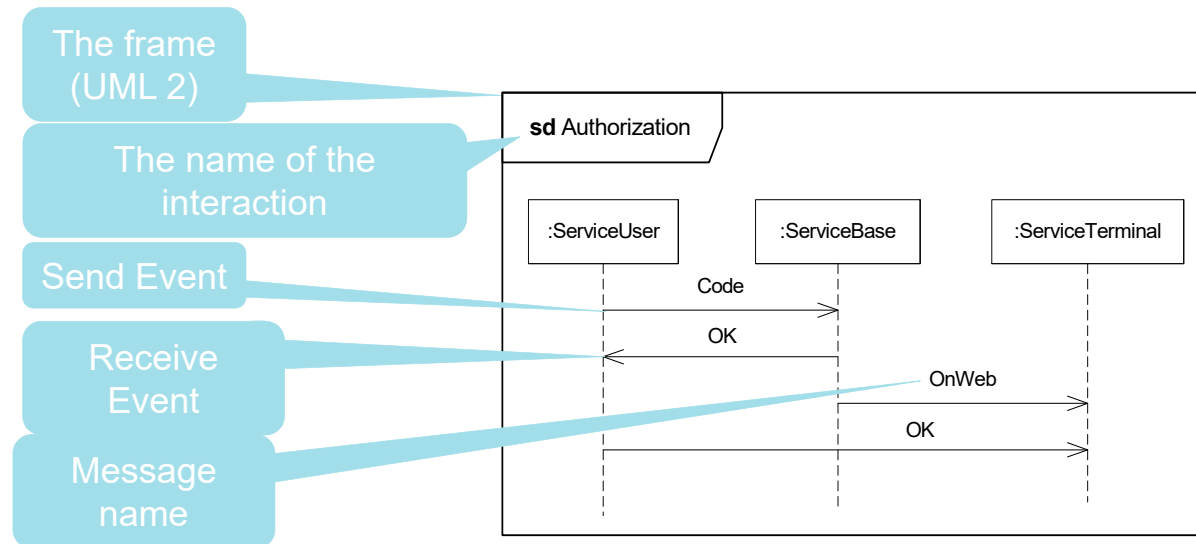


Lifeline – the “doers”



(Simple) Sequence Diagram

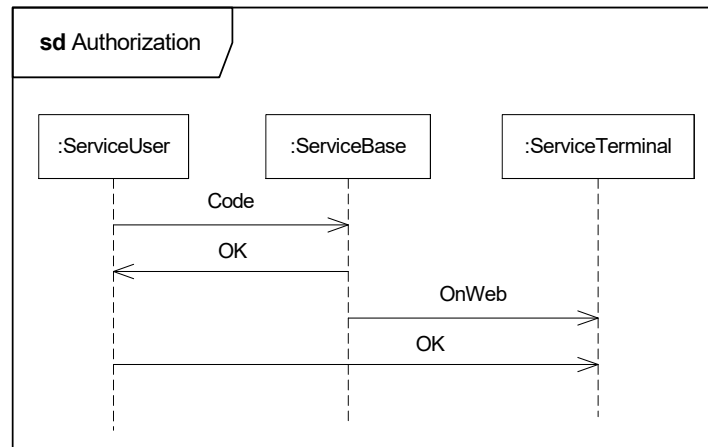
- Messages have one send event, and one receive event.
 - The send event must occur before the receive event.
- Events are strictly ordered along a lifeline from top to bottom



Exercise: How many global traces are there in this diagram?

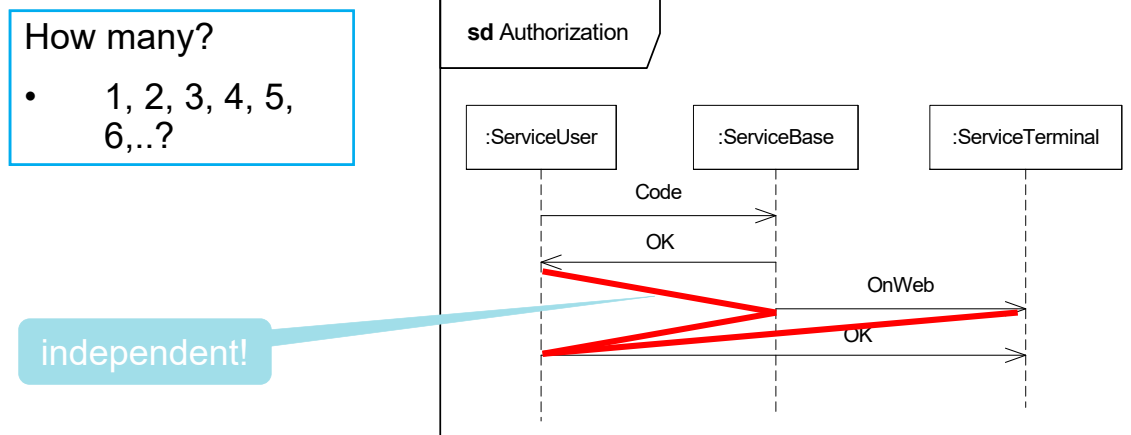
- The only invariants:
 - Messages have one send event, and one receive event. The send event must occur before the receive event.
 - Events are strictly ordered along lifeline

How many?
• 1, 2, 3, 4, 5, 6,..?



How many global traces are there in this diagram?

- The only invariants:
 - Messages have one send event, and one receive event. The send event must occur before the receive event.
 - Events are strictly ordered along lifeline

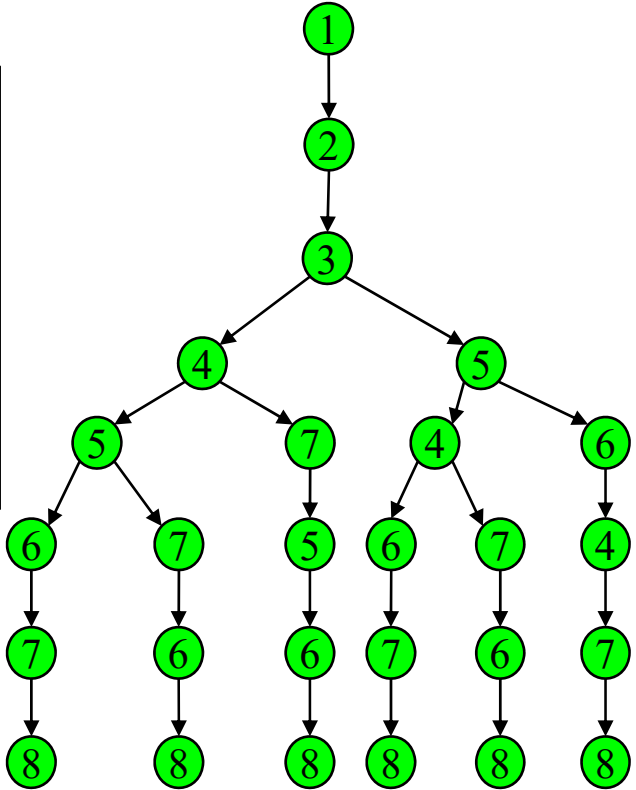
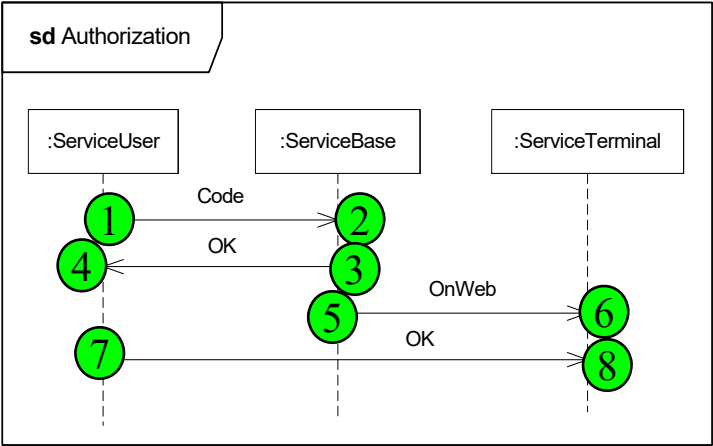


Causality and weak sequencing

- Causality:
 - a message can never be received before it has been transmitted
 - the transmission event for a message is therefore always ordered before the reception event for the same message

- Weak sequencing:
 - events from the same lifeline are ordered in the trace in the same order as on the lifeline

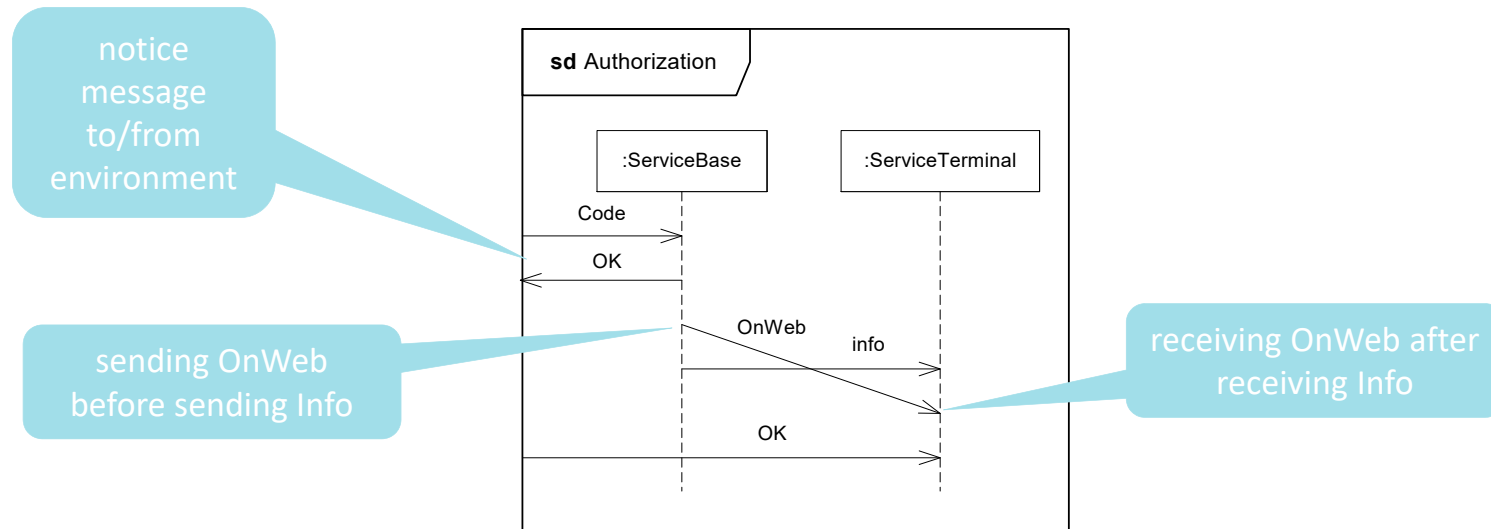
Really counting the traces ...



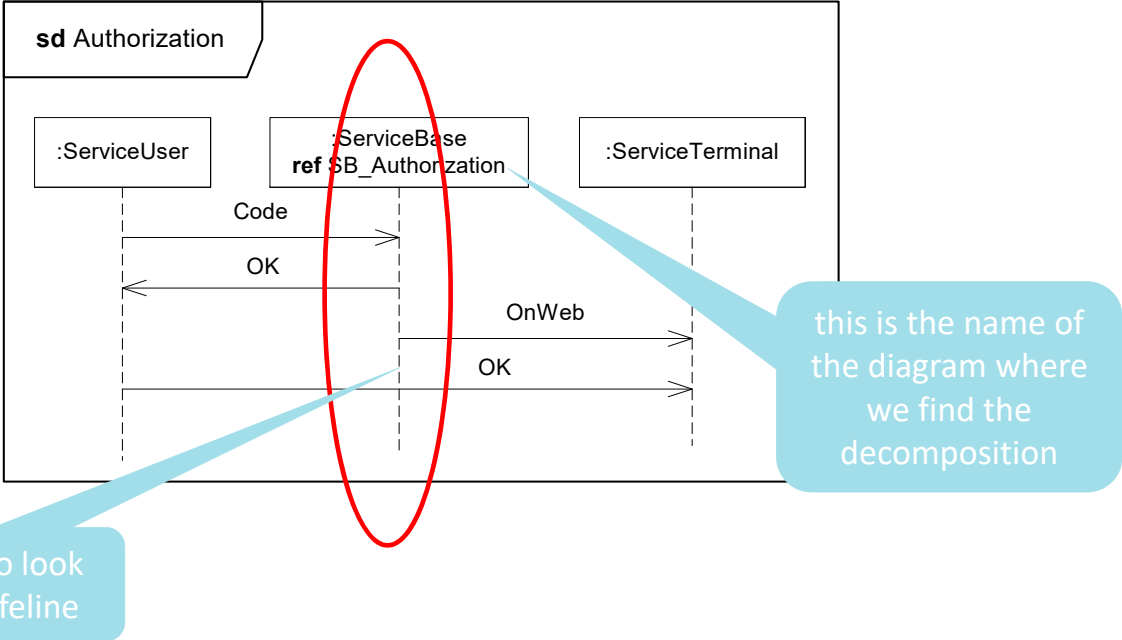
Exercise: Explain how the number of traces in the previous diagram can be reduced by adding messages

Asynchronous messages: Message Overtaking

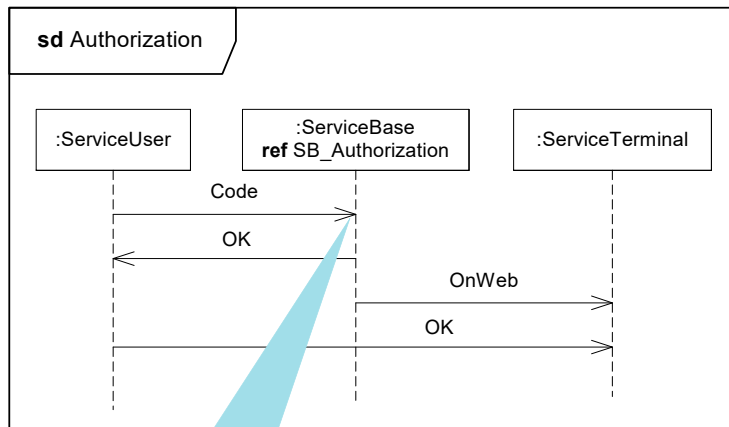
- asynchronous communication = when the sender does not wait for the reply of the message sent
- Reception is normally interpreted as consumption of the message.
- When messages are asynchronous, it is important to be able to describe message overtaking.



Decomposing a Lifeline relative to an Interaction

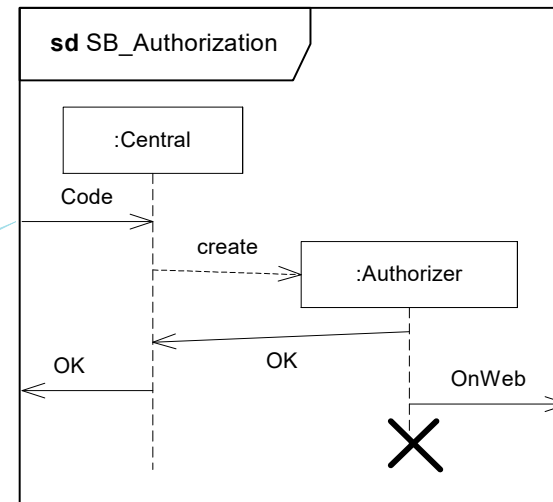


The Decomposition



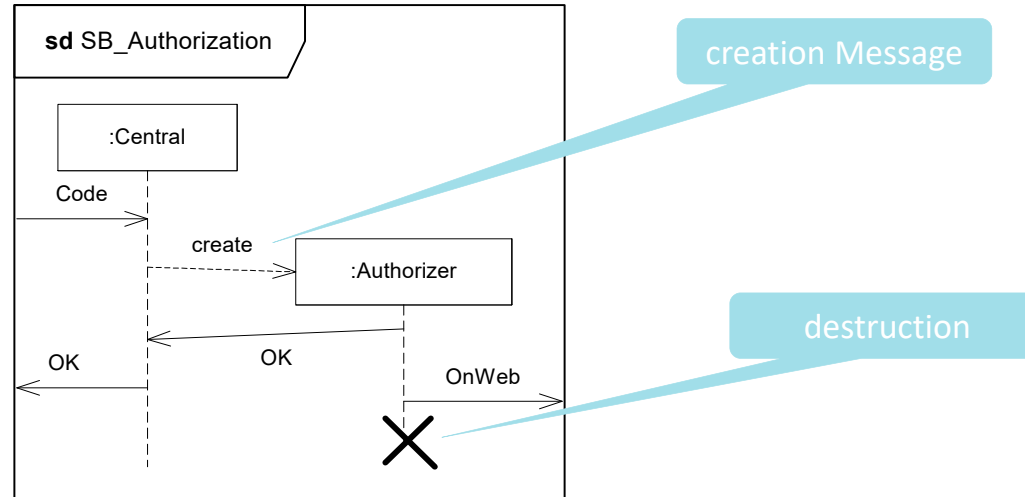
notice the *event* correspondence!

notice the *gate* correspondence!



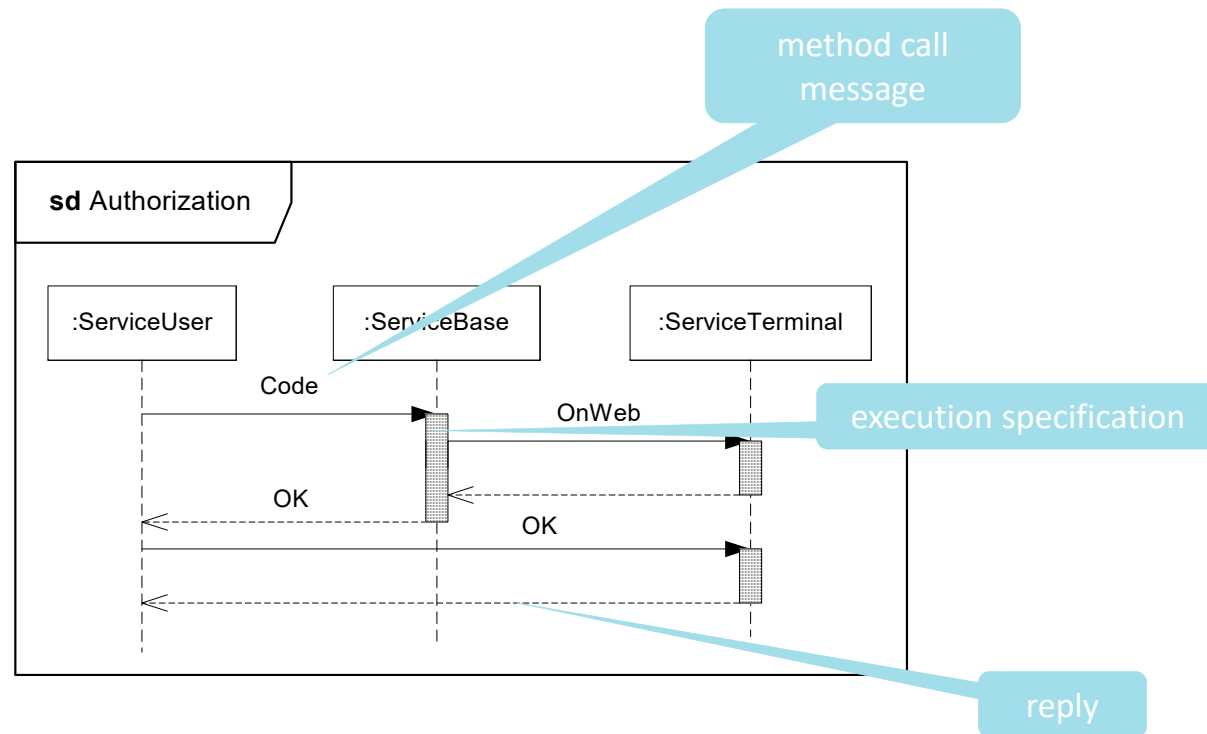
Lifeline creation and destruction

- We would like to describe Lifeline creation and destruction
- The idea here (though rather far fetched) is that the ServiceBase needs to create a new process in the big mainframe computer to perform the task of authorizing the received Code. We see a situation where several Authorizers work in parallel



Exercise: How many global traces are there in the decomposed diagram?

Synchronizing interaction



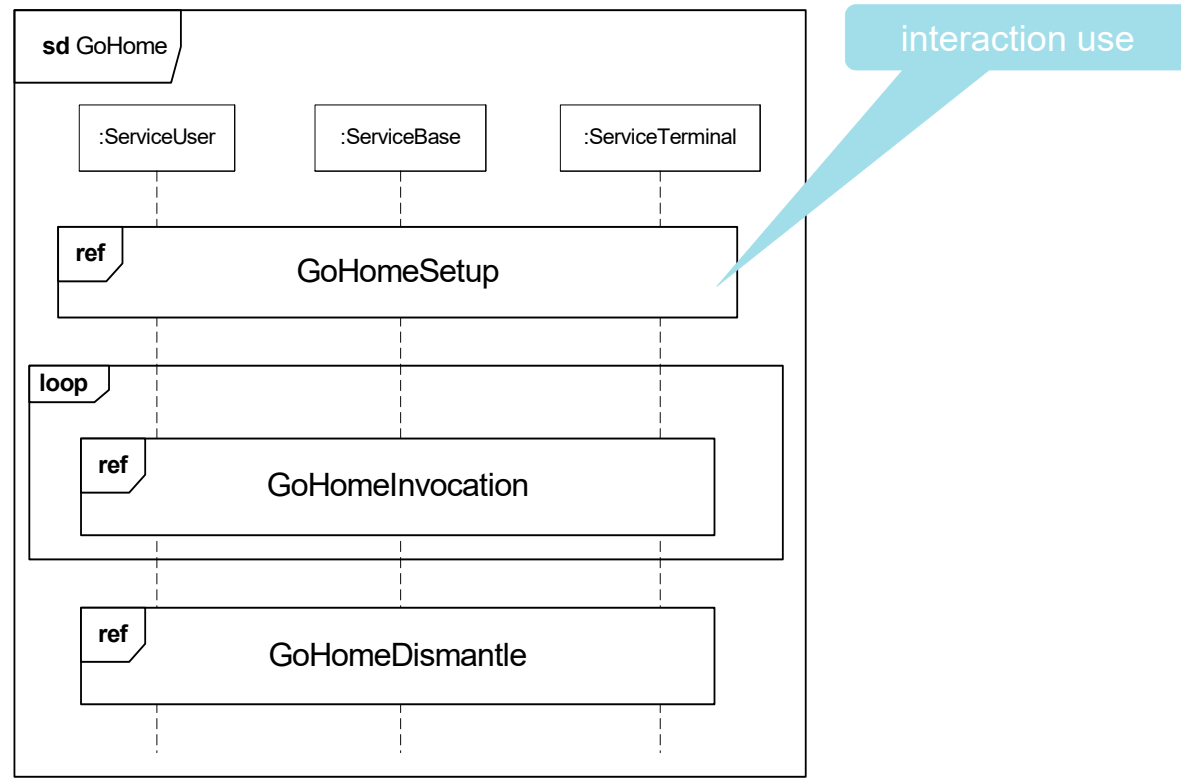
Basic Sequence Diagrams Summary

- We consider mostly messages that are **asynchronous**, the sending of one message must come before the corresponding reception
- UML has traditionally described **synchronizing** method calls rather than asynchronous communication
- The events on a lifeline are strictly **ordered**
- The **distance** between events is not significant.
- The **context** of Interactions are classifiers
- A lifeline (within an interaction) may be detailed in a **decomposition**
- Dynamic **creation** and **destruction** of lifelines

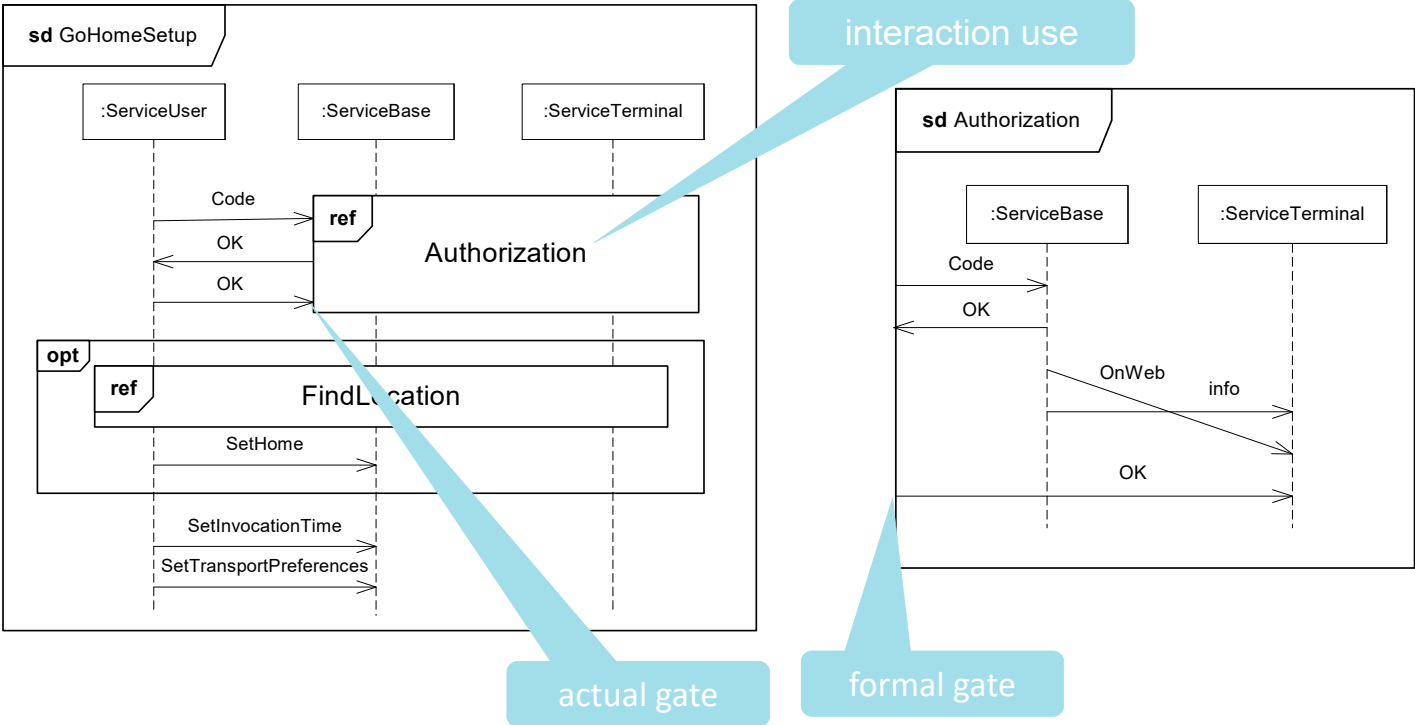
More structure

- **interaction uses** – such that Interactions may be referenced within other Interactions
- **combined fragments** – combining Interaction fragments to express alternatives, parallel merge and loops
- **better overview** of combinations – High level Interactions where Lifelines and individual Messages are hidden
 - Not so useful since no tools support this
- **gates** – flexible connection points between references/expressions and their surroundings
 - we have looked at this in the context of decomposition, but gates are also on InteractionUse and CombinedFragments

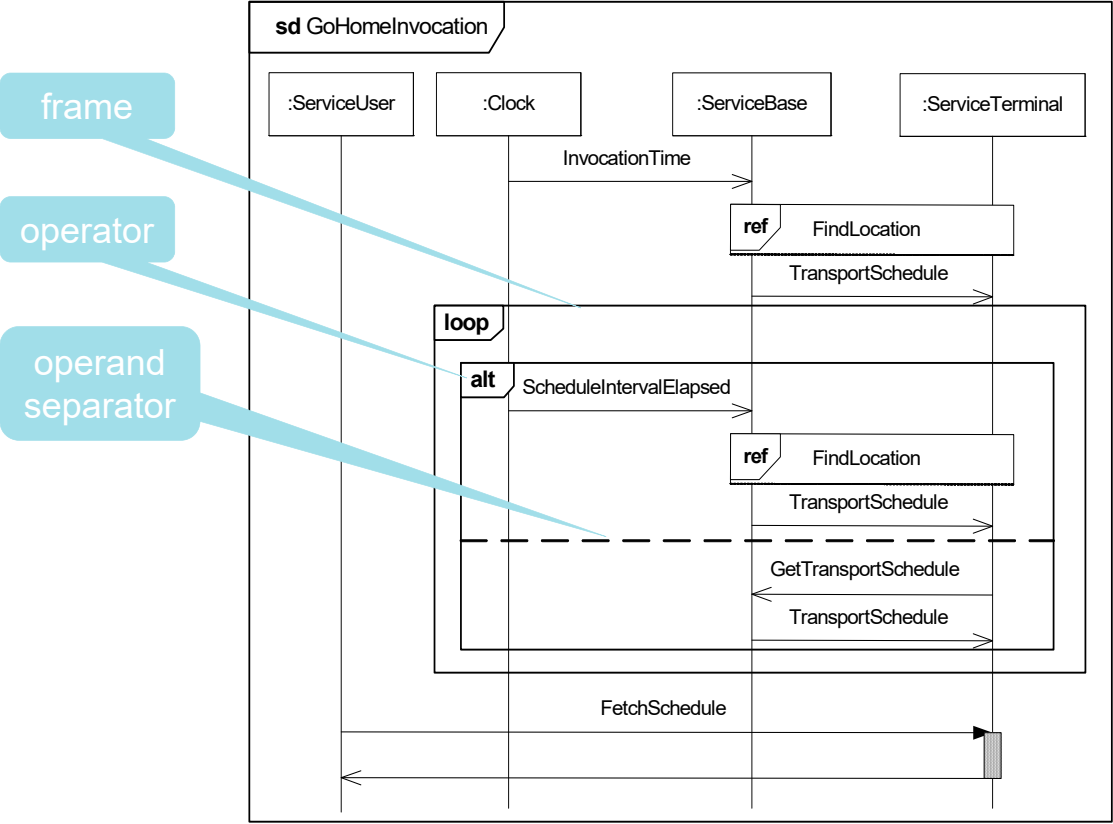
References



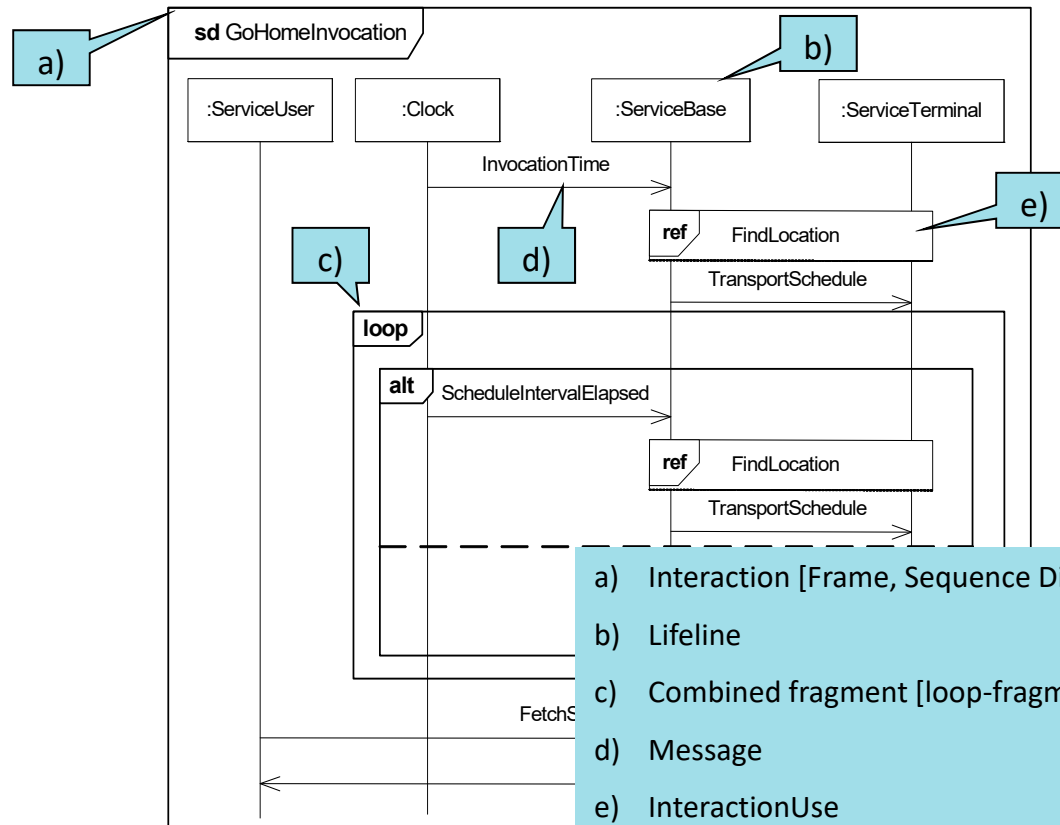
Gates



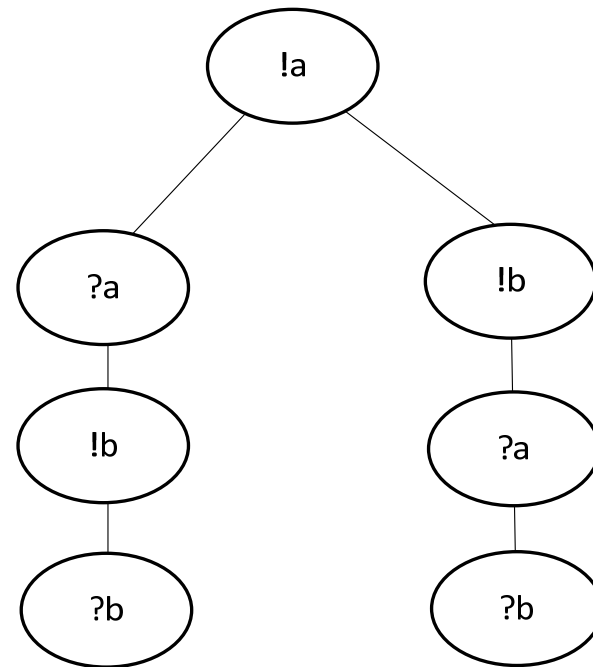
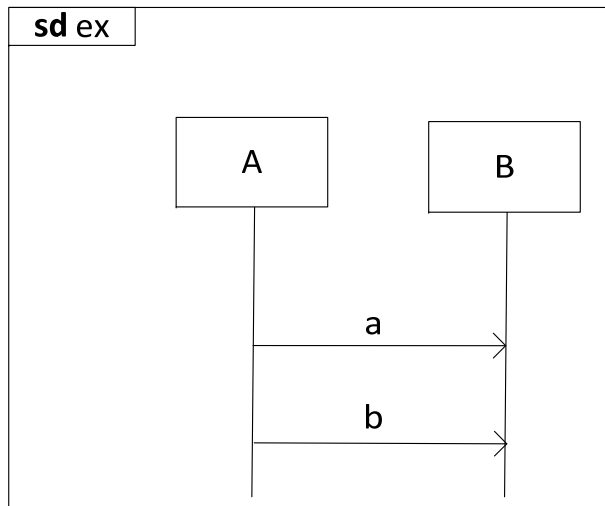
Combined fragment example



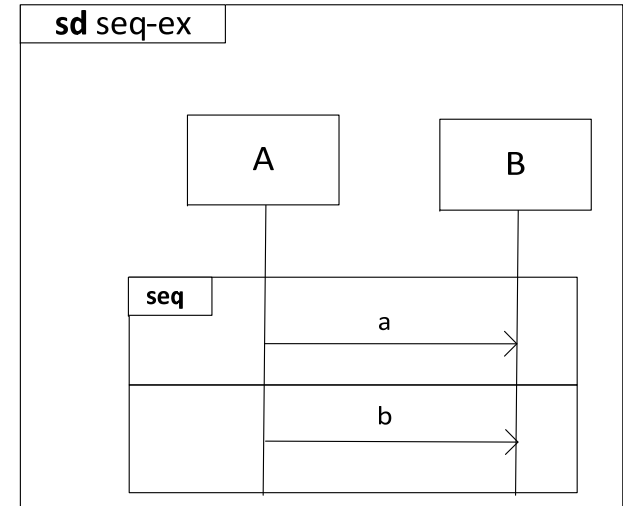
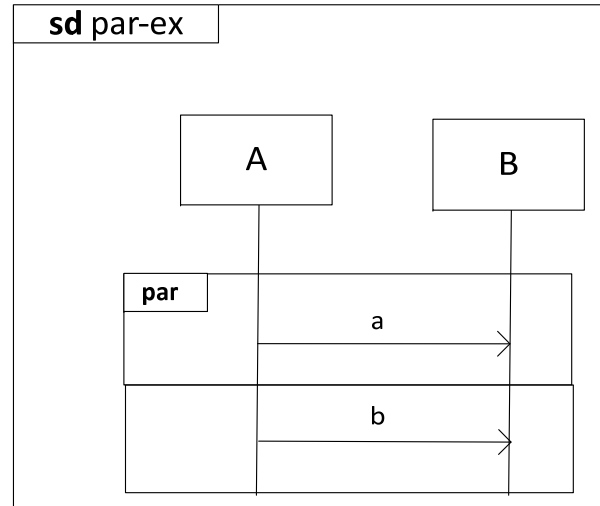
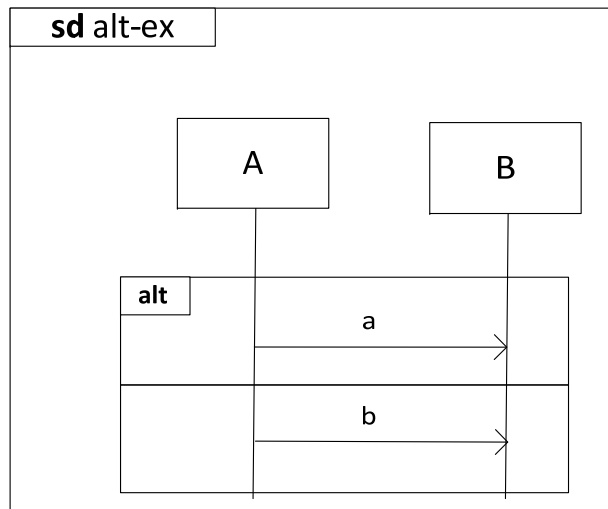
And now chiefly yourselves !!!



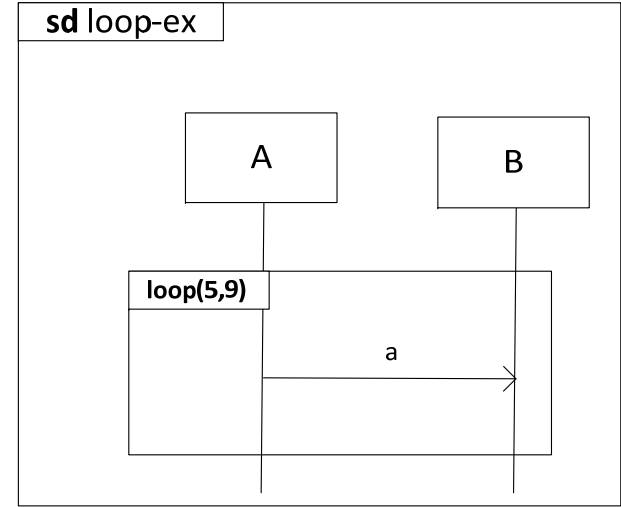
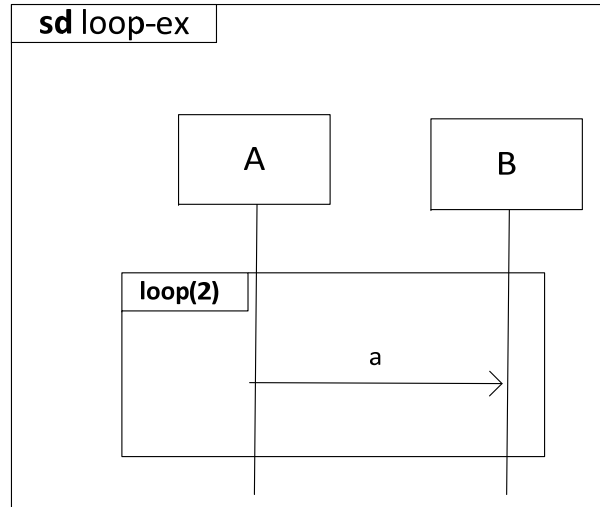
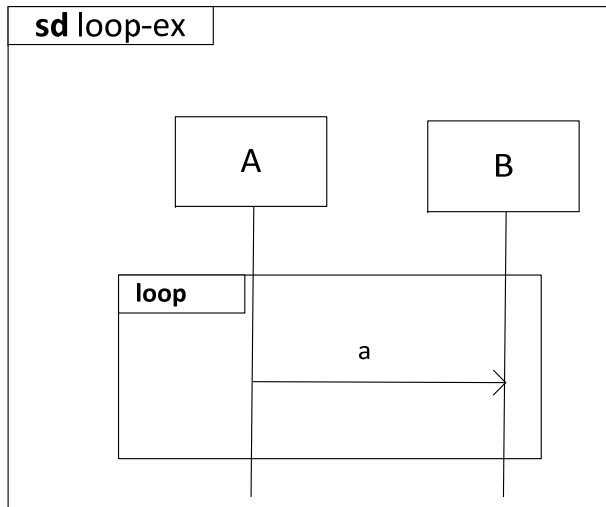
Summary of sequence diagrams – positive behavior I



Summary of sequence diagrams – positive behavior III

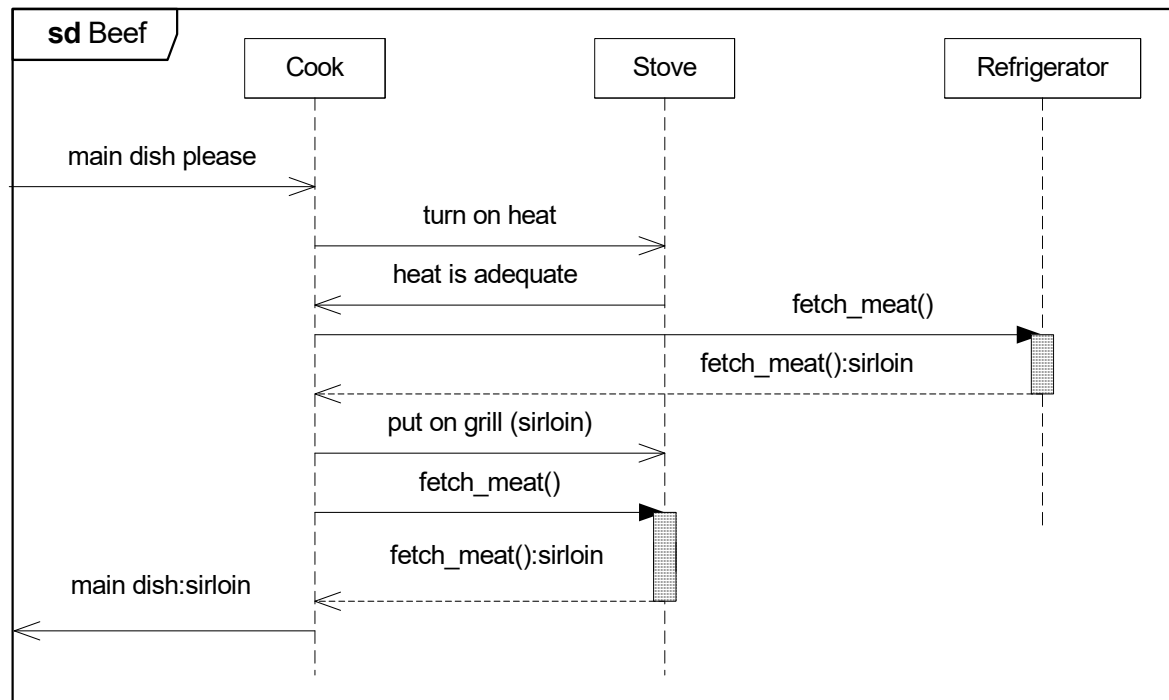


Summary of sequence diagrams – positive behavior IV

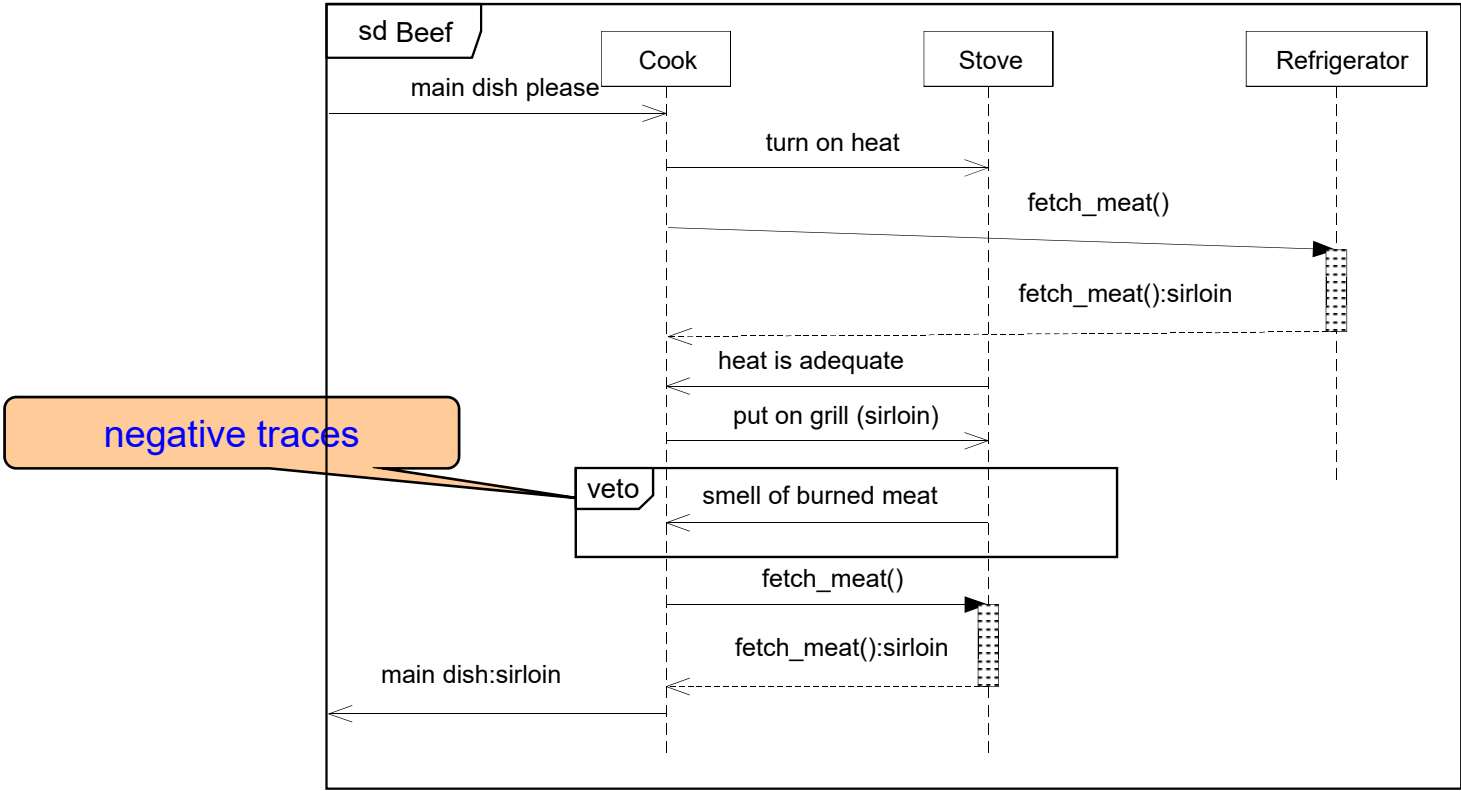


Negative behaviour

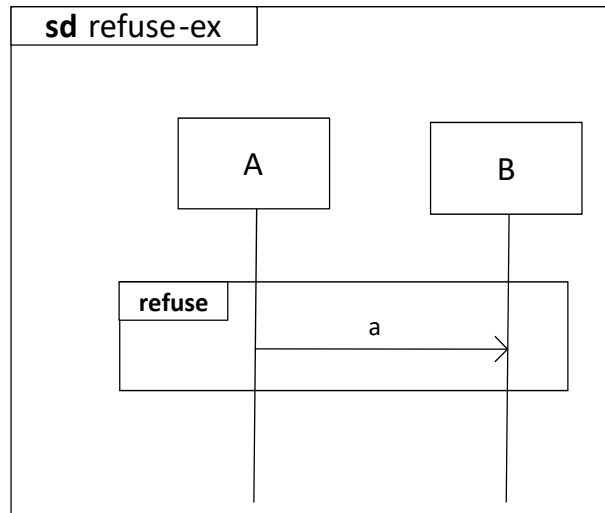
Ordering Beef



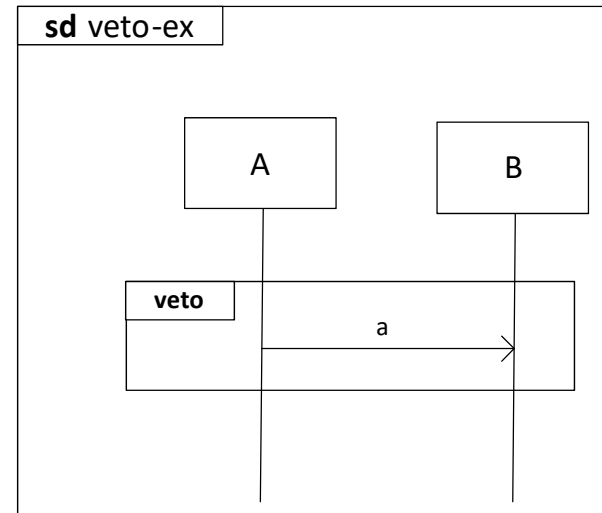
Ordering Beef also including negative behavior



veto and refuse



$(\{\}, \{<!a, ?a>\})$



$(\{<>\}, \{<!a, ?a>\})$

Negative behavior due to guards

