

Chapter 8 , Tutorial

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→ model system dynamics

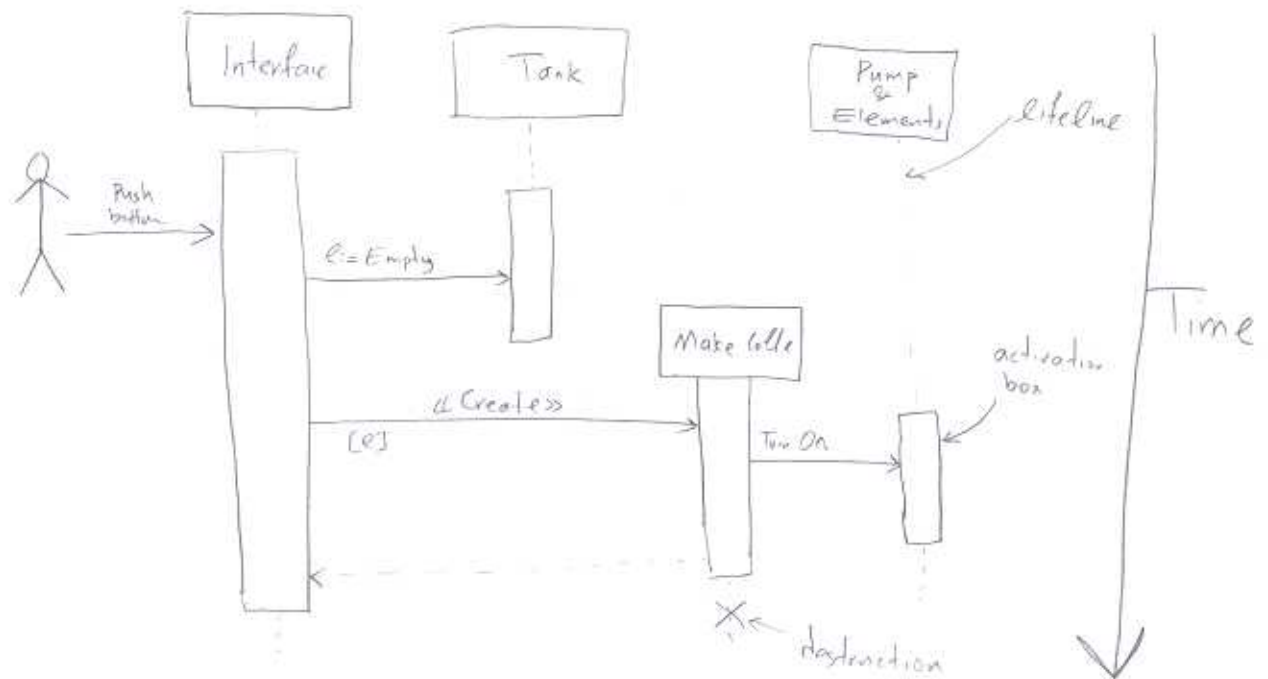
{ interaction model how objects send message, { how actors communicate to get the job done
behaviour model how change state, in response to event,

Interaction diagrams { collaboration diag. → relationship among objects & actors.
sequence diag. → the events explicitly on a time line.

Behavioral diags { state diagrams
activity diagrams

Sequence Diagram

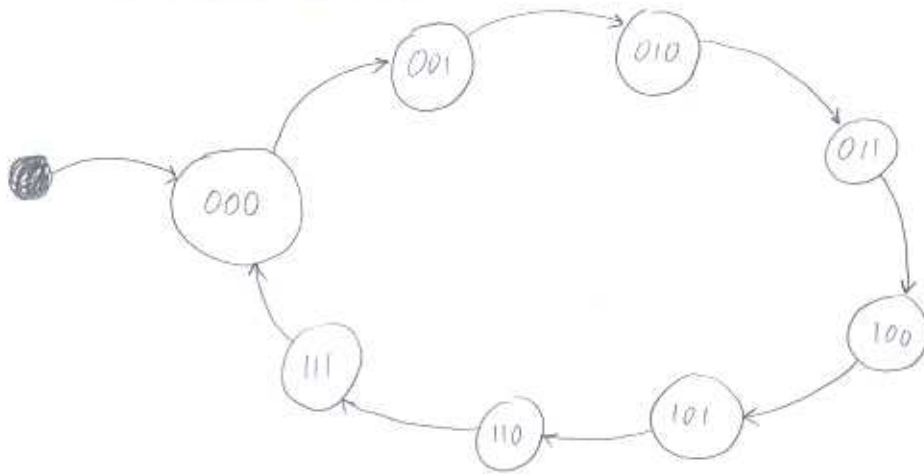
Collee maker



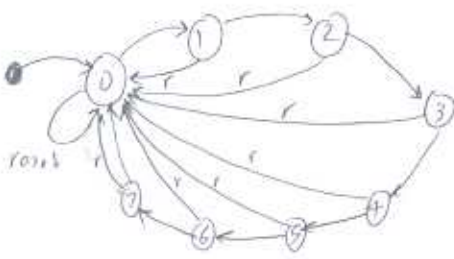
State diagram

- at any given point, system is in 1 state
- It remains in this state until an event occurs

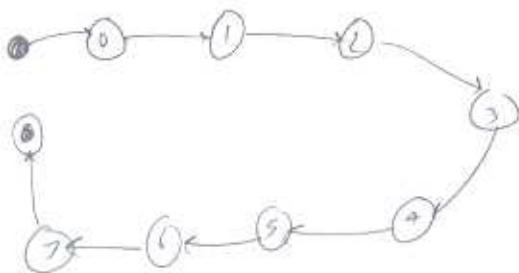
3 digit binary counter



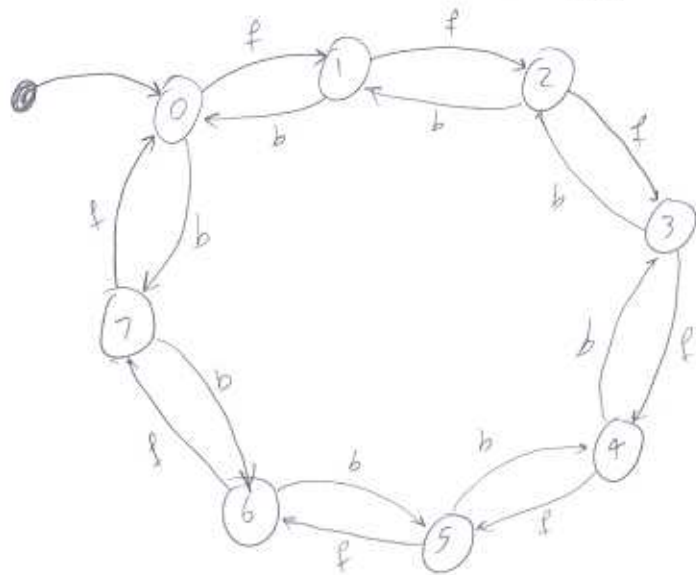
It has reset



Terminals at end

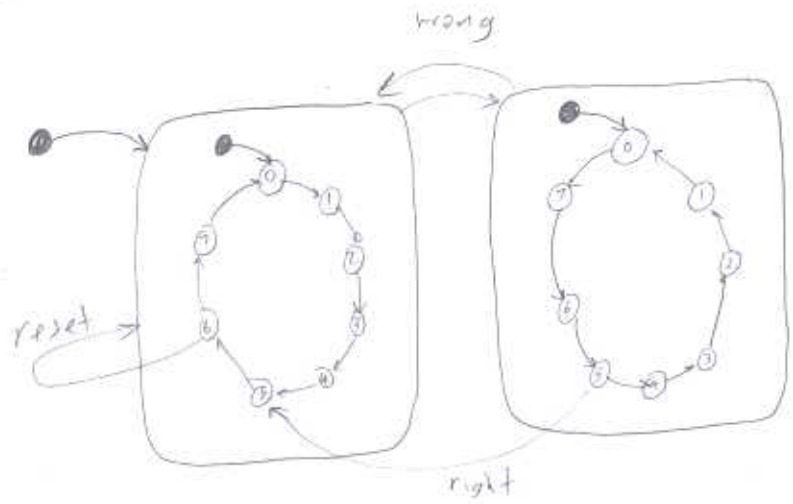


I + Can't, back as well



Nested state diagrams

Automated timer,
can pause, and go
forward or backward

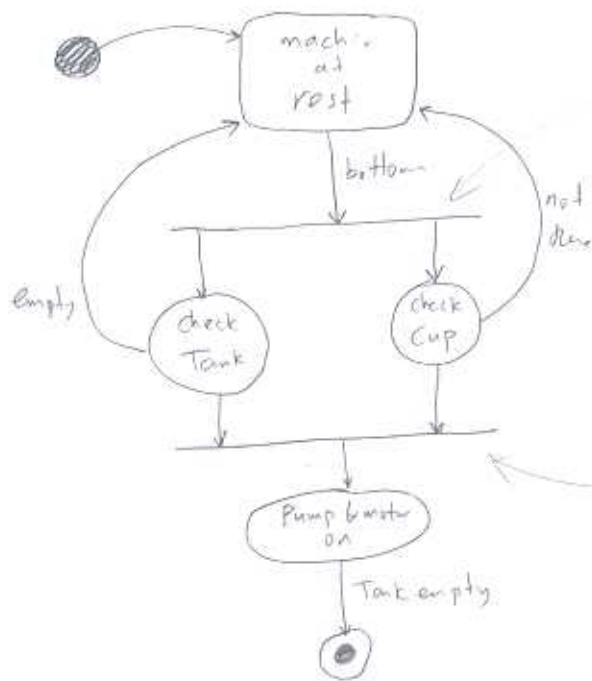


for pause add to constraint of event

Activity diagram

→ Similar to state diagram ~~state diagram~~

- used more for internal events,
- visualize interaction of use case
- shows concurrency



fork

join



rendezvous