

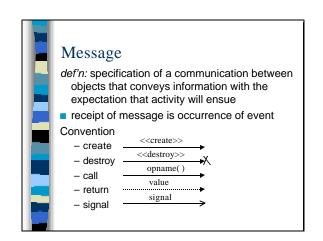
Interaction

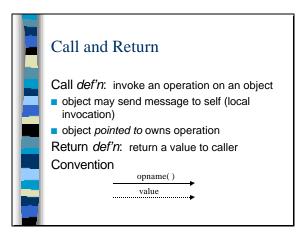
def'n: behavior that comprises a set of messages exchanged among a set of objects within a context to accomplish a purpose

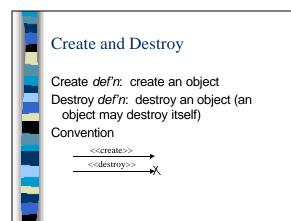
- represents the dynamic behavior of objects
- can model flow of control within operation, class, component, use case, or system
- can model simple sequential flow, branching, looping, recursion, concurrency
- time order: sequence diagram
- structural order: collaboration diagram

Context of Interaction Diagram System: higher level of abstraction Operation: parameters, local variables, global objects

- Class: semantics of class
- Use Case: diagrammatic representation of scenario







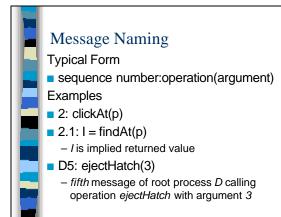


Signal

def'n: named object that is dispatched asynchronously by one object and received by another Convention

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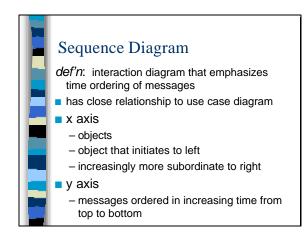
signal

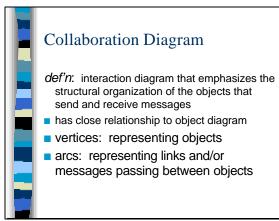


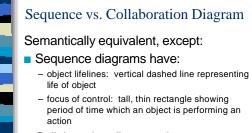
Interaction Diagram

def'n: interaction, consisting of a set of objects and their relationships, including messages dispatched among them

- comprised of object, links, and messages
- context is a scenario that illustrates behavior
 may model one particular flow of control of use case







Collaboration diagrams have:

- path: indicates that one object is linked to anothersequence number: indicate time ordering of
- message

