

Ingineria Sistemelor de Programare

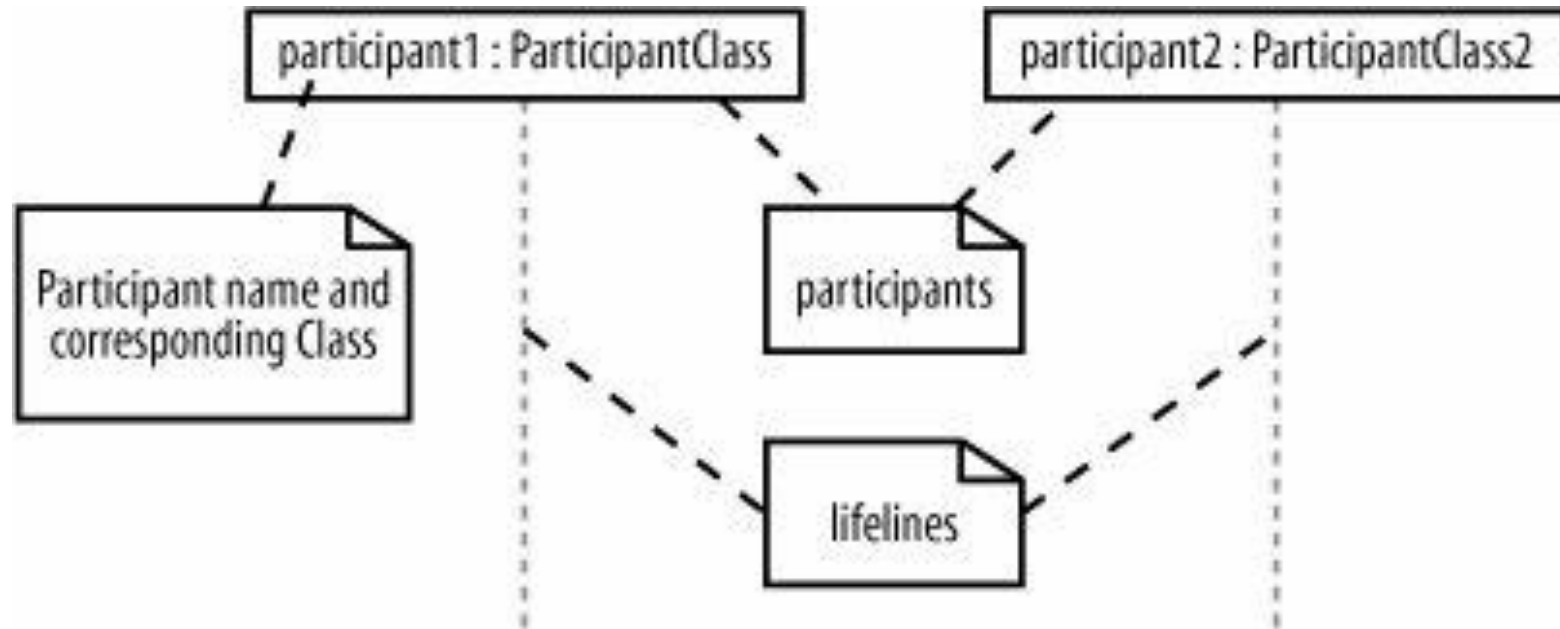
UML – Sequence Diagrams

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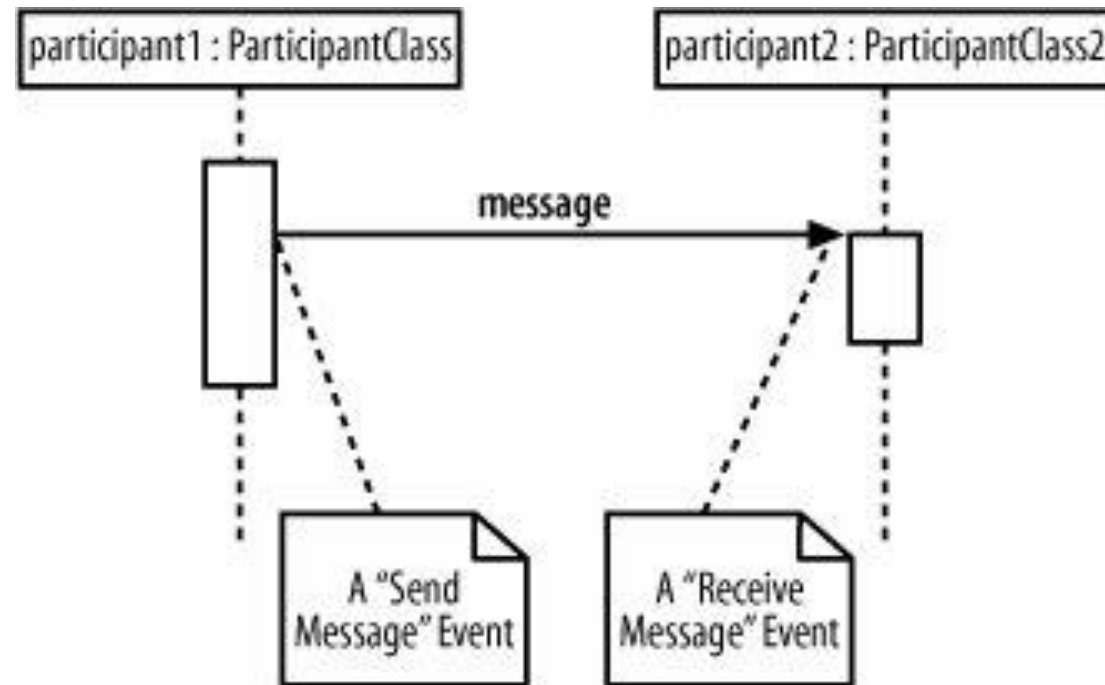
2016

Principalele elemente

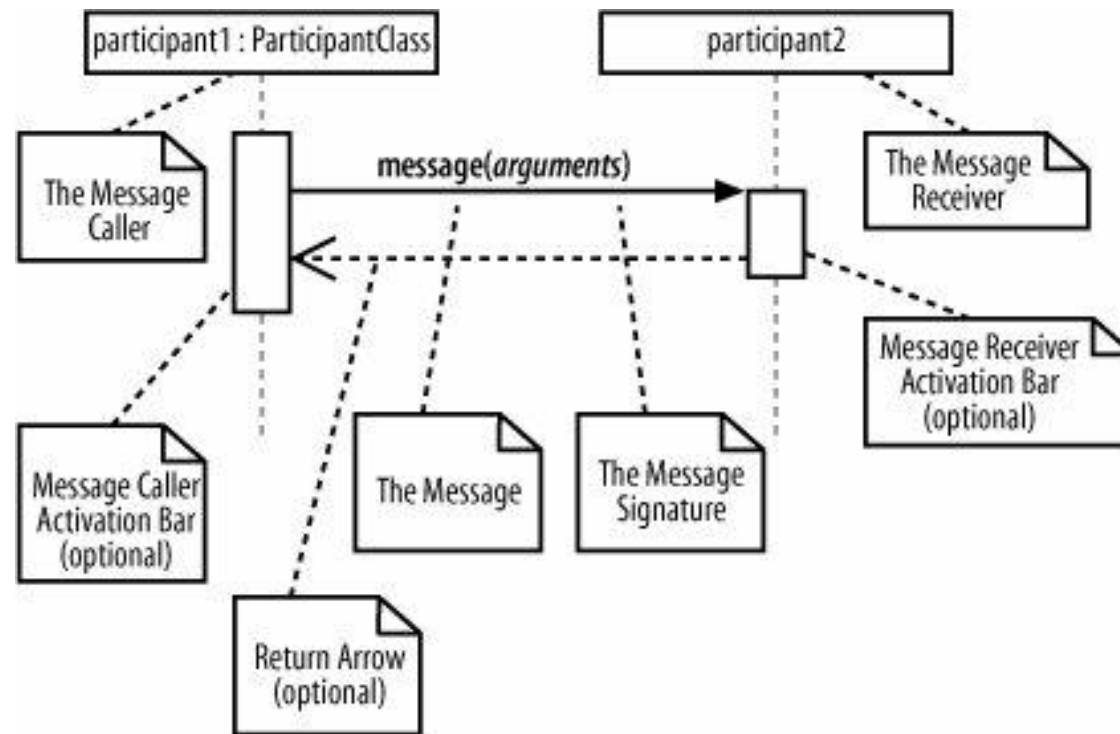
Participanti



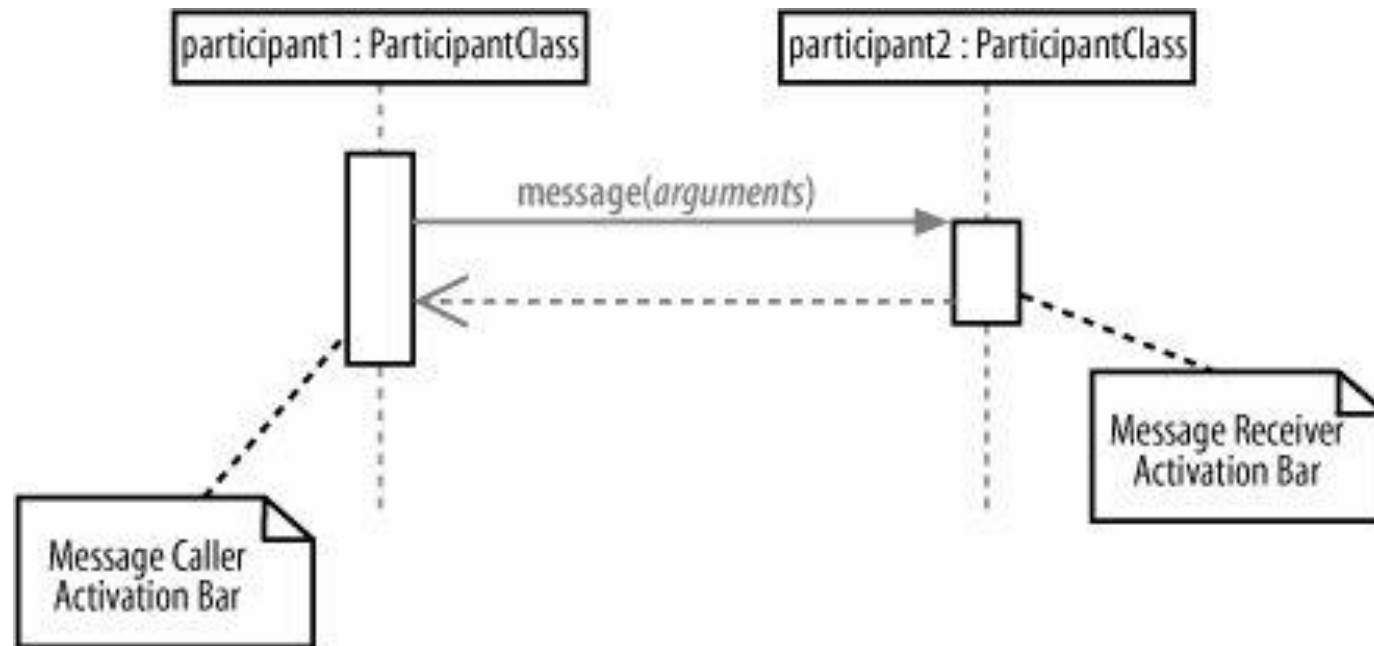
Evenimente, semnale si mesaje



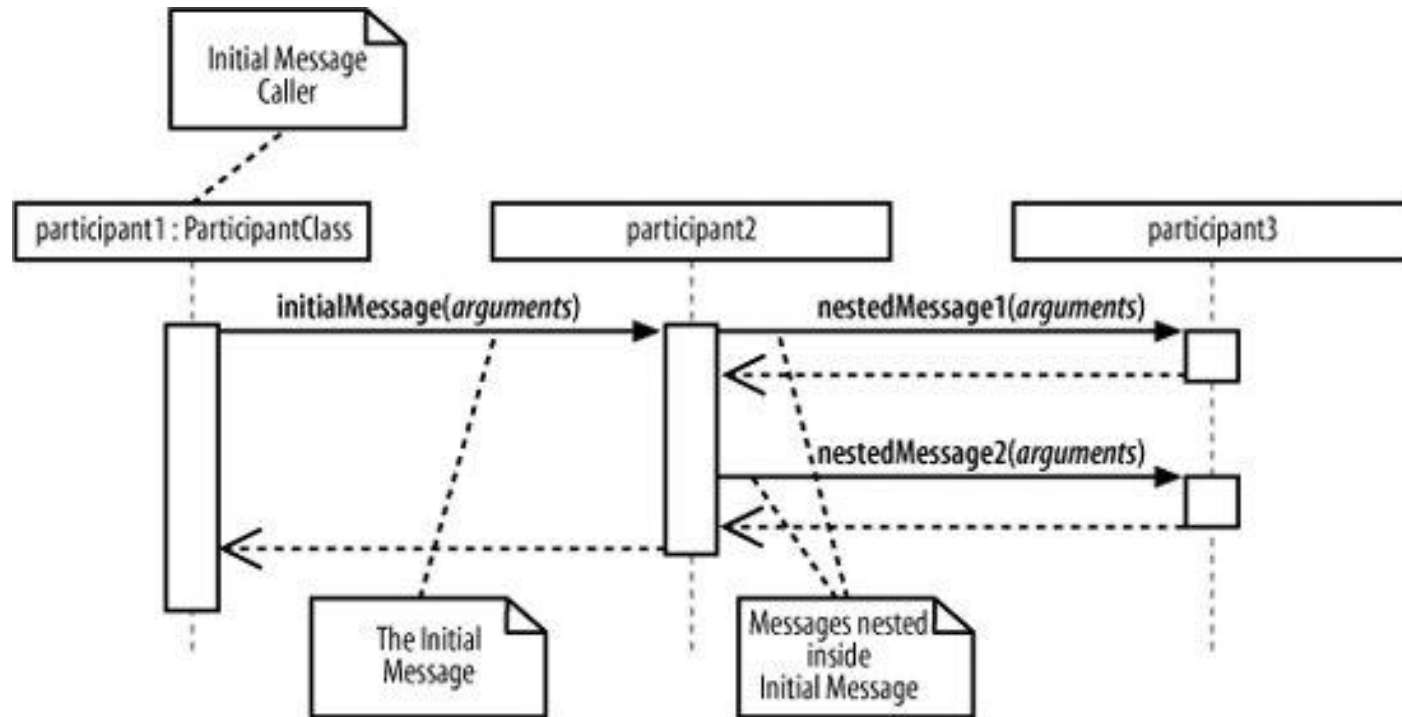
Interactiuni



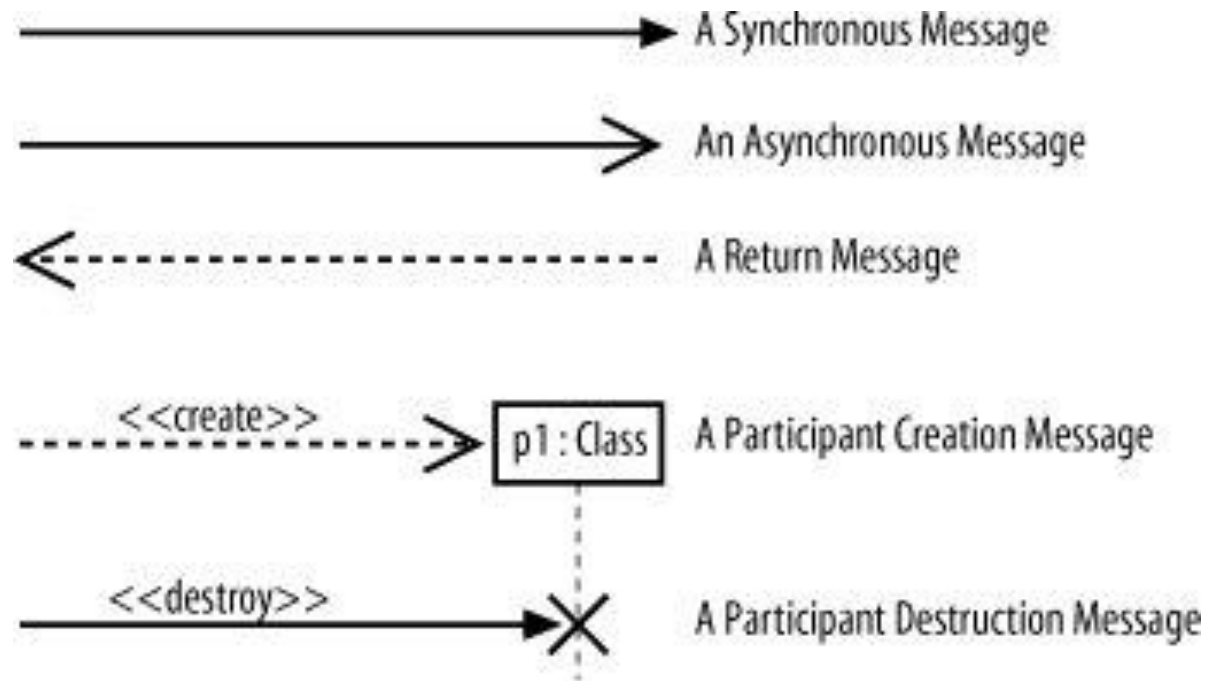
Bare de activare



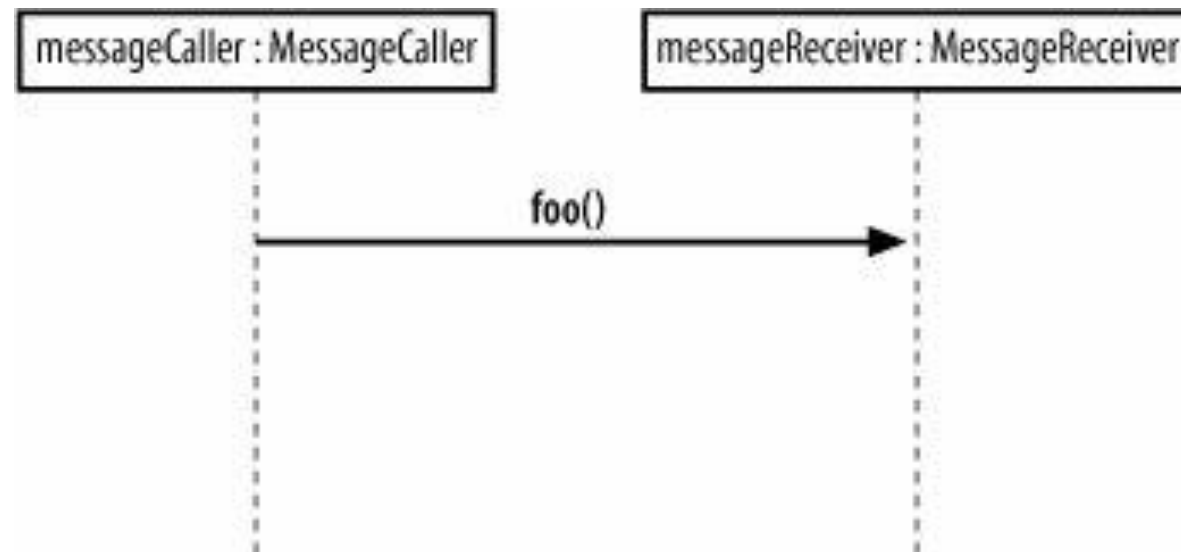
Mesaje imbricate



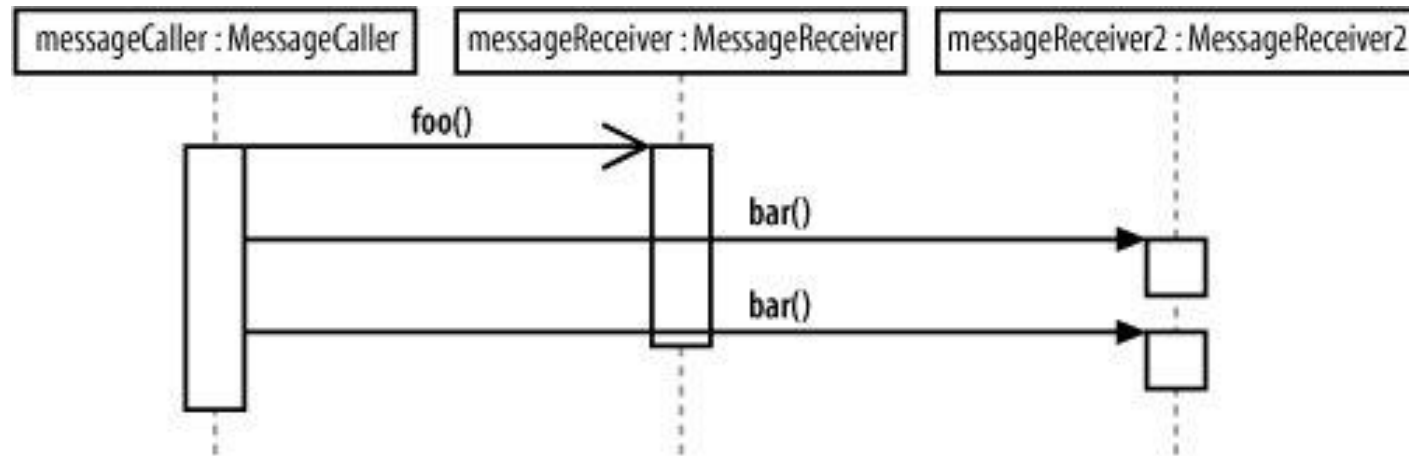
Tipuri de mesaj



Mensaje sincrone

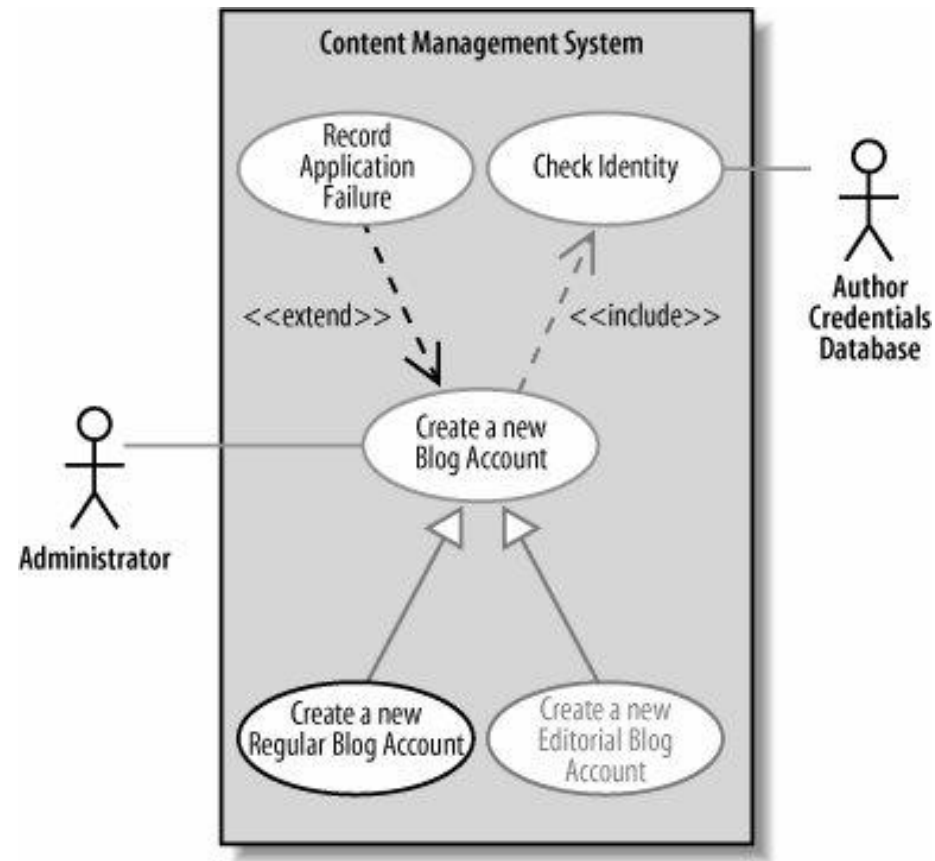


Mensaje asincrono



Exemplu

Content Management System (CMS) – Use Case



Actiuni

- The Administrator asks the system to create a new blog account.
- The Administrator selects the regular blog account type.
- The Administrator enters the author's details.
- The author's details are checked using the Author Credentials Database.
- The new regular blog account is created.
- A summary of the new blog account's details are emailed to the author.

Diagrama de secvente – varianta 1

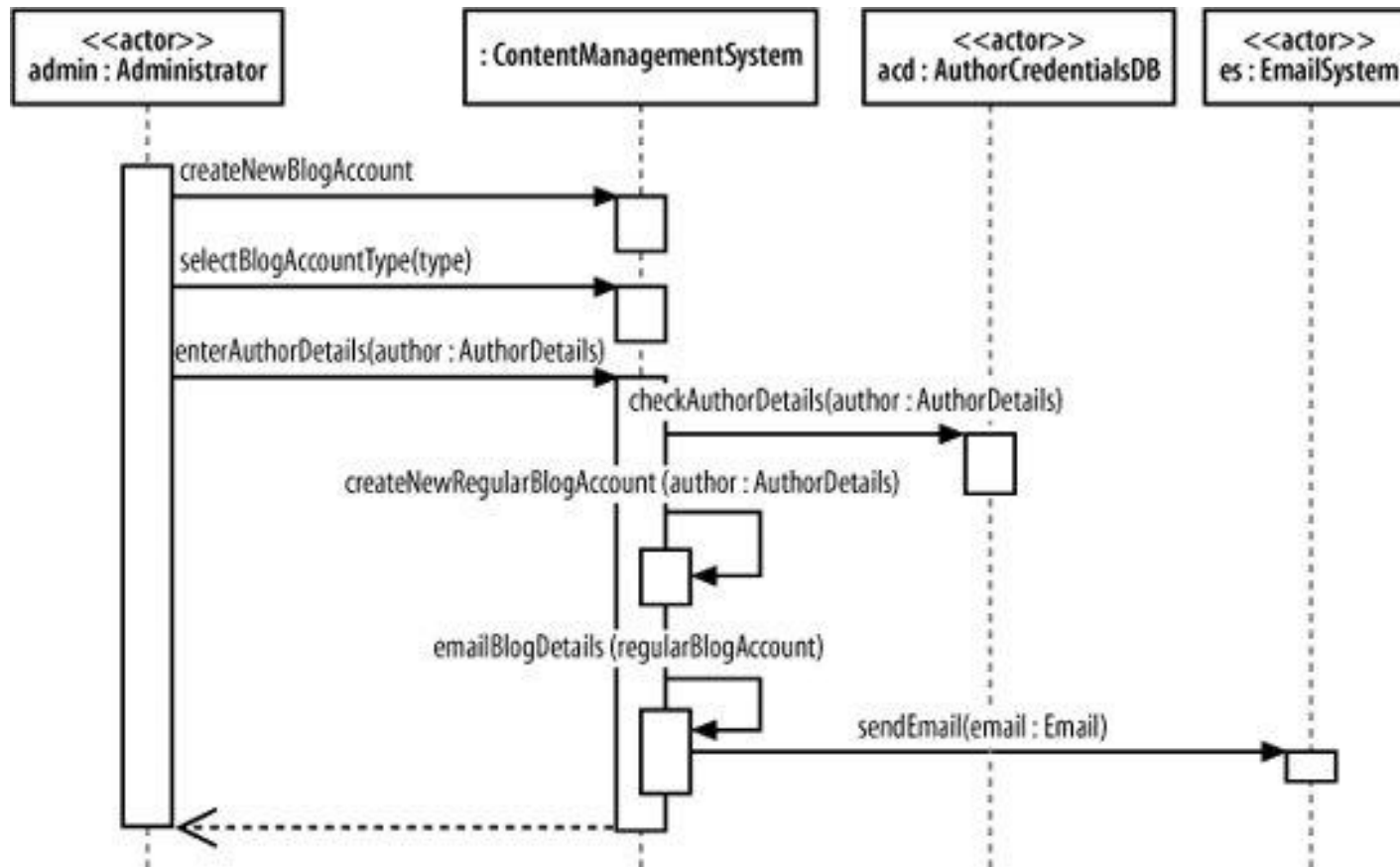


Diagrama de secvente – varianta 2

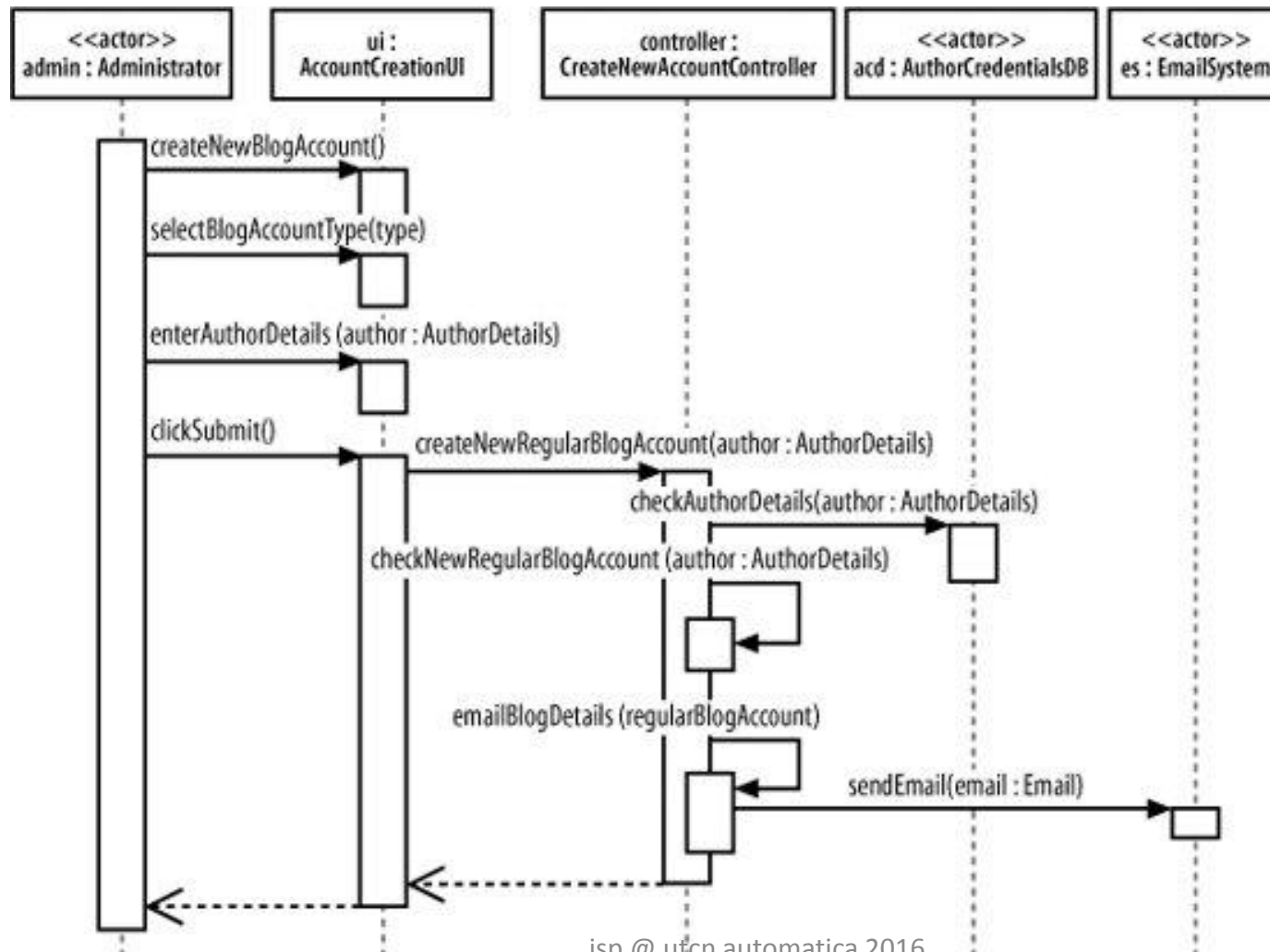


Diagrama de secvente – varianta 3

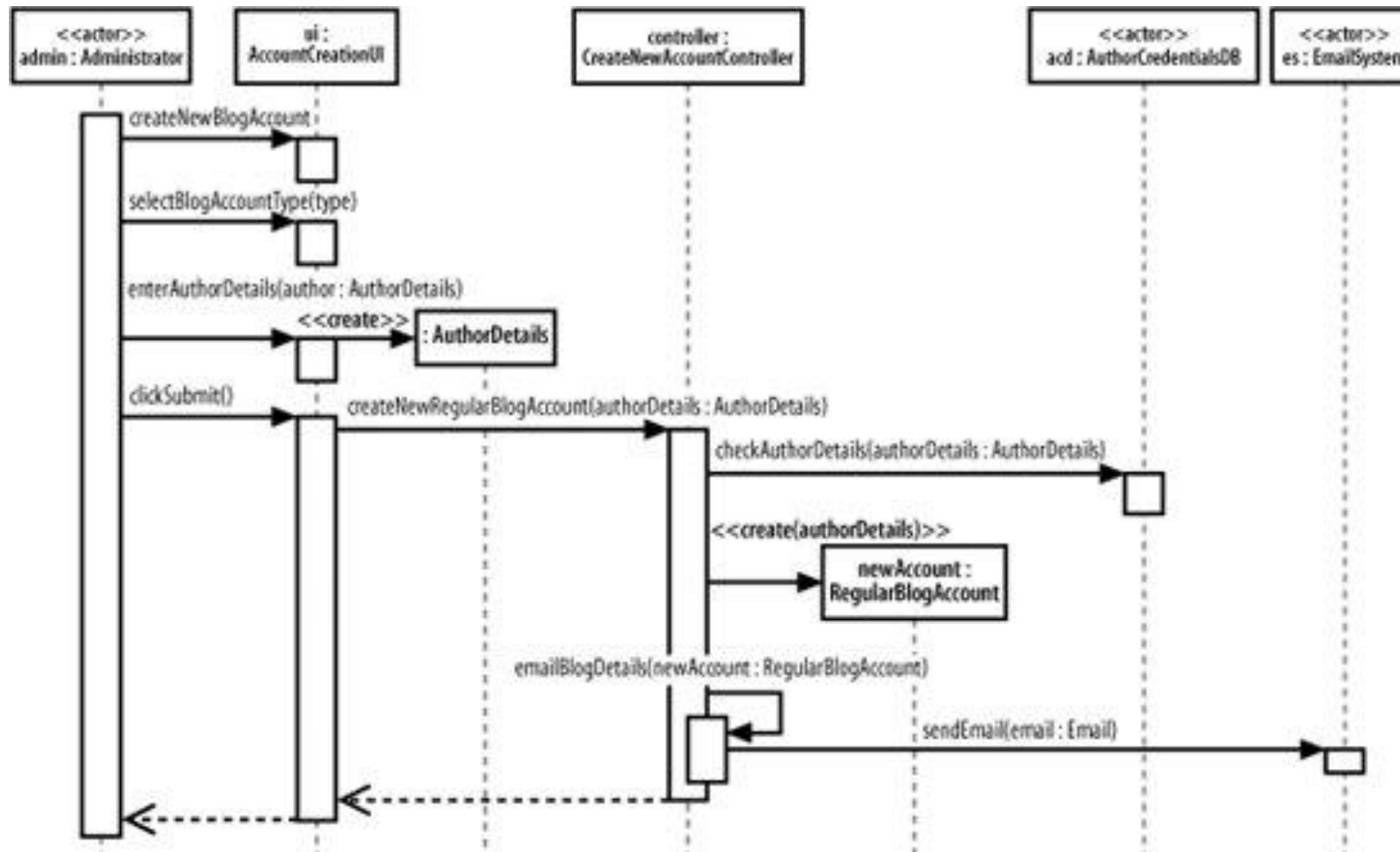
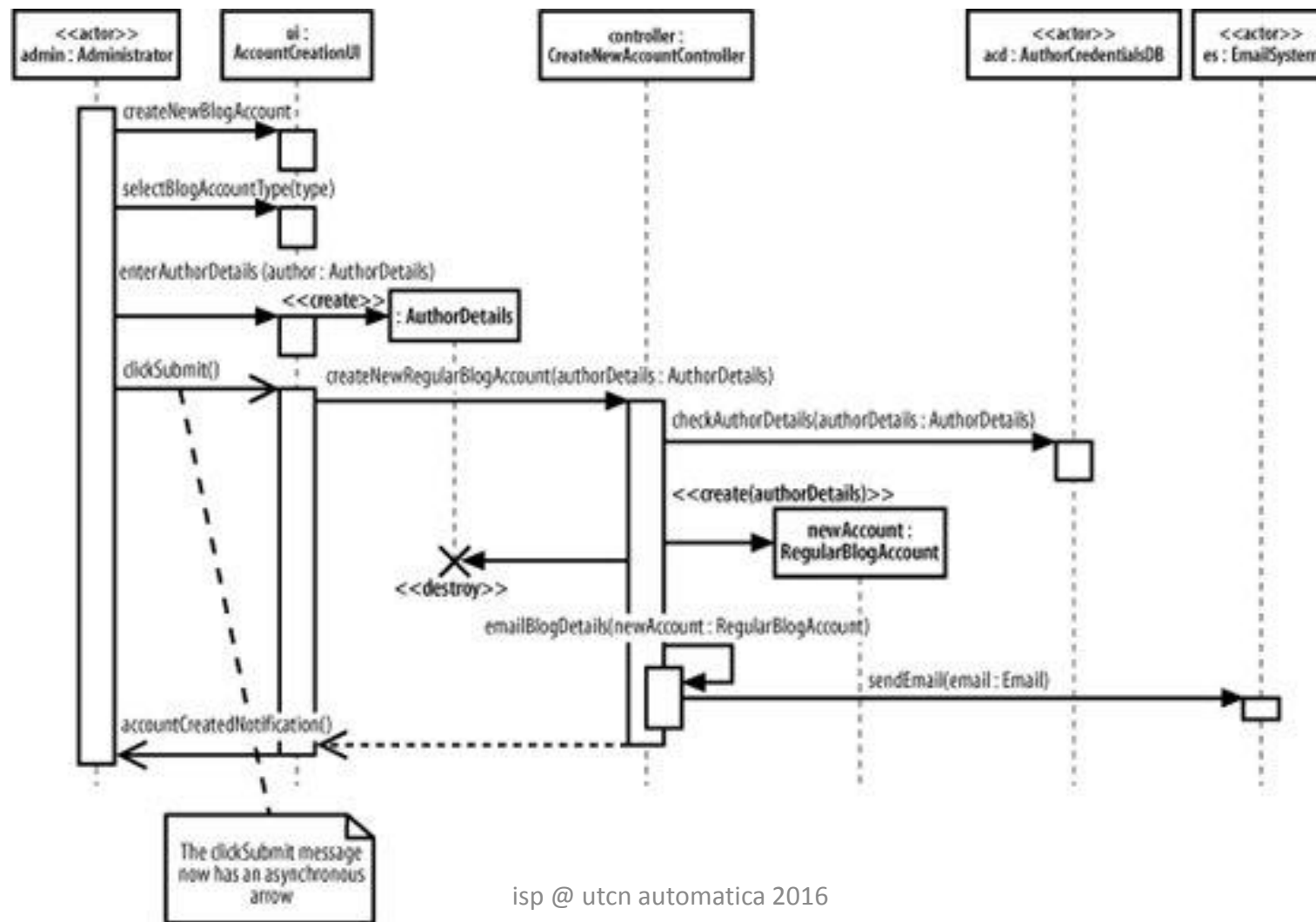
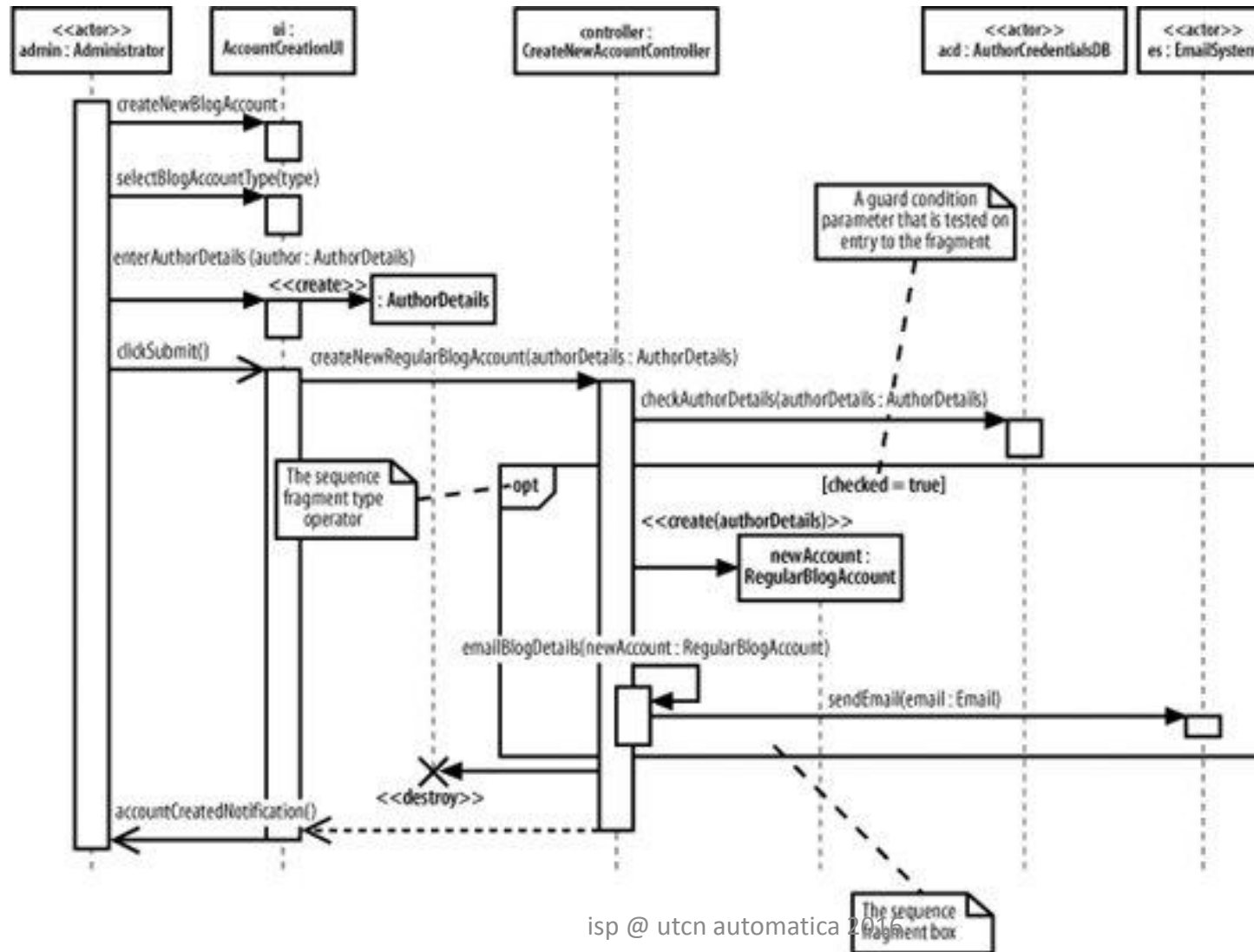


Diagrama de sevente – variant 4



Fragmente

Fragmente



Fragmente

- Tipuri de fragmente:
 - Ref – interactiune definite in alta diagrama
 - Assert – util pentru a specifica faptul ca toate interactiunile trebuie sa se execute cu success altfel se va genera eroare
 - Loop – executie ciclica a interactiunilor
 - Alt – similar cu structurile 'if-else' (executie alternativa in functie de o anumita conditie)
 - Opt – executie optionala in functie de o anumita conditie
 - Neg – marcheaza secventa de interactiuni ce nu sunt executate niciodata
 - Par – executie paralela a interactiunilor
 - Region – executie de regiuni critice (similar cu blocurile sincronizate din java)