X. Sequence and Collaboration Diagrams

Object Diagrams
Class Responsibility Cards (CRCs)
Sequence Diagrams
An Example
Collaboration Diagrams

Object Diagrams
- Model the instances of things described by a class.
- Each object diagram shows a set of objects and their inter-relationships at a point in time.
- Used to model a snapshot of the application.
- Each object has an optional name and set of classes it is an instance of, also values for attributes of these classes.

```
<table>
<thead>
<tr>
<th>Object</th>
<th>Course</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jason</td>
<td>csc340</td>
</tr>
<tr>
<td>Instructor</td>
<td></td>
</tr>
<tr>
<td>Student</td>
<td></td>
</tr>
<tr>
<td>Monica</td>
<td></td>
</tr>
<tr>
<td>someone</td>
<td></td>
</tr>
<tr>
<td>Course</td>
<td></td>
</tr>
</tbody>
</table>
```

Multiobjects
- A multiobject is a set of objects, with an undefined number of elements.

Communication and Collaboration Between Objects
- Communication and collaboration among objects is a fundamental concept for object-orientation.
- We want to decide which objects are responsible for what (within or without the system).
- In addition, we want to know how external users and external systems ("actors") interact with each other and the system.
- As well, it is often convenient to model interactions between actors; for example, the interactions between actors carrying out a business process.

Object Interaction and Collaboration
- Objects "own" information and behaviour, defined by operations; system objects contain data and methods which are relevant to their own responsibilities. They don’t "know" about other objects’ information, but can ask for it.
- To carry out business processes, objects (system or otherwise) have to work together, i.e., collaborate.
- Objects collaborate by sending messages to one another thereby calling operations of the other object.
- Objects can only send messages to one another if they "know" each other, i.e., there is an association between them.
- A responsibility is high level description of something instances of a class can do. A responsibility reflects the knowledge or information that is available to that class, either stored within its own attribute or requested via collaboration with other classes.

VIN -- Very Important Note
- During requirements, the system is modelled in terms of a small number of coarse-grain classes and objects which describe how the system interacts with its environment.
- During design, the system is modelled in greater detail in terms of many fine-grain classes and objects.
- To keep things clear, we will use icons to represent external objects and actors, and boxes to represent system objects.
It makes sense to distribute responsibility evenly among classes.

- For external classes, this means simpler, more robust classes to define and understand
- For system classes, this means:
  - No class is unduly complex;
  - Easier to develop, to test and maintain classes;
  - Resilient to change in the requirements of a class;
  - A class that is relatively small and self-contained has much greater potential for reuse.

A nice way to capture class (object) responsibilities is in terms of **Class-Responsibility-Collaboration (CRC)** cards.

- CRC cards can be used in several different phases of software development.
- For now, we use them to capture interactions between objects and actors.

During requirements analysis we can spend time role playing with CRC cards to try to sort out the responsibilities of objects and actors and to determine which are the other objects they need to collaborate with in order to carry out those responsibilities.

- Often the responsibilities start out being vague and not as precise as the operations which may only become clear as we move into design.
- Sometimes we need to role play the objects in the system and test out the interactions between them.

This could be an external object (call it “campaign project”) or a system object!

```
I'm a Campaign ...

“I'm a Campaign. I know my title, start date, finish date and how much I am estimated to cost.”

“When I've been completed, I know how much I actually cost and when I was completed. I can calculate the difference between my actual and estimated costs.”

“When I've been paid for, I know when the payment was made.”

“I can calculate the contribution made to me by each member of staff who worked on me.”

This could be an external object (call it “campaign project”) or a system object!
```

```
I'm a CreativeStaff ...

“I'm a CreativeStaff. I know my staff no, name, start date and qualification.”

“I can calculate how much bonus I am entitled to at the end of the year.”

Does it make sense to include

“I can calculate the contribution made to each campaign I have worked on by each member of staff who worked on it.”

or does that belong in Campaign?
```

```
<table>
<thead>
<tr>
<th>Class: Campaign</th>
<th>Responsibilities:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Title</td>
<td></td>
</tr>
<tr>
<td>StartDate</td>
<td></td>
</tr>
<tr>
<td>FinishDate</td>
<td></td>
</tr>
<tr>
<td>EstimatedCost</td>
<td></td>
</tr>
<tr>
<td>ActualCost</td>
<td></td>
</tr>
<tr>
<td>CompletionDate</td>
<td></td>
</tr>
<tr>
<td>DatePaid</td>
<td></td>
</tr>
<tr>
<td>AssignManager</td>
<td>CreativeStaff</td>
</tr>
<tr>
<td>RecordPayment</td>
<td></td>
</tr>
<tr>
<td>Completed</td>
<td></td>
</tr>
<tr>
<td>GetCampaignContribution</td>
<td></td>
</tr>
<tr>
<td>CostDifference</td>
<td></td>
</tr>
</tbody>
</table>
```

```
<table>
<thead>
<tr>
<th>Class: CreativeStaff</th>
<th>Responsibilities:</th>
</tr>
</thead>
<tbody>
<tr>
<td>StaffNo</td>
<td></td>
</tr>
<tr>
<td>StaffName</td>
<td></td>
</tr>
<tr>
<td>StaffStartDate</td>
<td></td>
</tr>
<tr>
<td>Qualification</td>
<td></td>
</tr>
<tr>
<td>CalculateBonus</td>
<td>Campaign</td>
</tr>
<tr>
<td>ChangeGrade</td>
<td>StaffGrade</td>
</tr>
<tr>
<td>Grade</td>
<td></td>
</tr>
</tbody>
</table>
```

© 2002 Jaelson Castro and John Mylopoulos  Sequence and Collaboration Diagrams
Sequence Diagrams

- Sequence diagrams describe in detail how actors use use cases; they can also model external business processes the new system will support (e.g., processing a book order).
- An interaction is a behavior that consists of a set of messages exchanged between external and system objects.
- Interactions consist of one or more messages. Interactions may be synchronous (e.g., calling someone on the phone), or asynchronous (e.g., sending someone email).
- Sequence diagrams defined during requirements analysis should not:
  - include design objects;
  - specify message signatures in any detail.

![Sequence Diagrams: The Basic Idea](image)

Example: Add a New Campaign

- Getting back to the use case “Add a new campaign”
  - Find client by name
  - Create new campaign
  - Assign creative staff member by name
  - Assign campaign manager

Add another New Campaign

- Getting back to the use case “Add a new campaign”
  - Find client by name
  - Create new campaign
  - Assign creative staff member by name
  - Assign campaign manager

A More Realistic Example

- Find client by name;
- Create new campaign c;
- Assign creative staff member to c;
- Assign campaign manager;
- Inform the creative staff person.

An Even More Realistic Example
Another Example: Print Shop

CustomerP

PrinterP

Printer

Queue

Lifeline

Inactive

Active

Branching

Done

Ready(file)

PutInQueue(file)

GetStatus()

{Ready}Print()

{Busy}PutInQueue

{OutOfService}CallRepair

Ready(file)

GetNext()

Branching

Ready(file)

Asynchronous

Flow of Control

This procedure call (operation) is creating an instance of class A

createObj()

doit()

Flow of Control

For a particular use case, start by identifying which objects and actors might be involved.

You may not get this right, but you can always change it.

Imagine that there is a use case required by Agate called Check Campaign Budget

Each Campaign has an EstimatedCost attribute and each Advert has an EstimatedCost attribute.

The purpose of the use case is to check that the total estimated cost of all the adverts is less than that for the campaign as a whole.

...Which objects are involved here?

Iteration

- Iteration (repetition of an operation) is shown with an asterisk
- Each StaffMember will be selected in turn
- Once selected, the CalculateBonus message will be sent to the one currently selected
- There is only one loop!

Calculate Staff Bonuses

Start

For Each StaffMember

Select next Staff Member

Calculate Bonus for StaffMember

or

Iteration

Iteration

or

Iteration

The Campaign Class

Class diagram showing aggregation

Campaign

contains

Advert

Campaign

Contains

Campaign

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Campaign
The Advert Class

```java
Advert:
#Title: String
#Type: String
#TargetDate: Date
#CompletedDate: Date
#EstimatedCost: Money
+SetCompleted(CompletedDate: Date = Today)
+GetTitle(): String
+GetType(): String
+GetTargetDate(): Date
+GetCompletedDate(): Date
+GetCost(): Money
```

Getting a Sequence Diagram

- Where do we start?
  - Select the relevant Campaign, probably using its name.
- How we select it is something we leave for the design phase:
  - it could be from a list box
  - it could involve a separate window on the screen
  - it could involve some kind of index
- These are design issues, which we shall leave for now, although we should document them if the customer expressed a preference at this stage.

The Advert Class

```
Advert
```

Creating a Sequence Diagram

- We can also add in a Return

```
We then need to send a message to the Campaign to check its budget.

Note there is no Return here. Where does control go?
```

Creating a Sequence Diagram

- What happens next?
  - Advert returns its cost, in this case the EstimatedCost of the Advert
  - Once all the Advert's costs have been fetched and totalled up, the total can be taken away from the EstimatedCost of the Campaign.
Creating a Sequence Diagram

- This has to happen for every Advert in the Campaign, so there’s a loop

Check Campaign Budget
- Select Campaign
  - Check Budget
  - For each Advert
    - Get Cost of Advert
    - Return Cost of Advert
    - - Cost of Adverts

- Once all the Advert’s costs have been fetched and totalled up, the total can be taken away from the EstimatedCost of the Campaign.

...Back to Class Diagrams...

Advert

- #Title : String
- #Type : String
- #TargetDate : Date
- #CompletedDate : Date
- #EstimatedCost : Money
- ActualCost : Money

- *GetCompleted(CompletedDate:Date=today)*
- *GetTitle () :String*
- *GetType () :String*
- *GetTargetDate () :Date*
- *GetCompletedDate() :Date*
- *GetCost () : Money*

- We could add a new attribute to Advert called ActualCost, which is set when an Advert has been completed.
- Now GetCost() can return the ActualCost if it exists, otherwise it uses EstimatedCost().

How to Use Sequence Diagrams

- In general, you may need several sequence diagrams to describe a single use case.
- A use case may involve complex control logic; sequence diagrams on the other hand should remain easy to read and understand.
- For a complex use case, use several sequence diagrams, each of which describes a possible scenario for the use case.

Collaboration Diagrams

- These diagrams are comparable to sequence diagrams. In fact, you can map every sequence diagram to an equivalent collaboration diagram and vice versa.
- Collaboration diagrams show interaction without the time dimension, but do include object links.
- Like sequence diagrams, collaboration diagrams are intended to model scenarios; each scenario describes a possible sequence of events and actions.
- Sequence diagrams are helpful because they capture visually the sequence of events over time.
- Collaboration diagrams capture more directly the interactions between actors and objects.
- **Note:** All operations shown on collaboration and sequence diagrams must be present in the destination classes.

Example: Select Courses to Teach

1: Inform(courseList)
2: *for each professor*
  1: add professor (professor id)
  4: Agree(courseList)
3: *for each course*
  1: display course options form
  2: *for each course*
  3: Select Courses to Teach
  4: Add Course Offering
  5: get professor (professor id)
  6: add professor (professor)

Another Example: Add a Course Offering

1: add a course
2: display course form
3: select course offering
4: add professor (professor id)
5: get professor (professor id)
6: add professor (professor)
**Additional Readings**