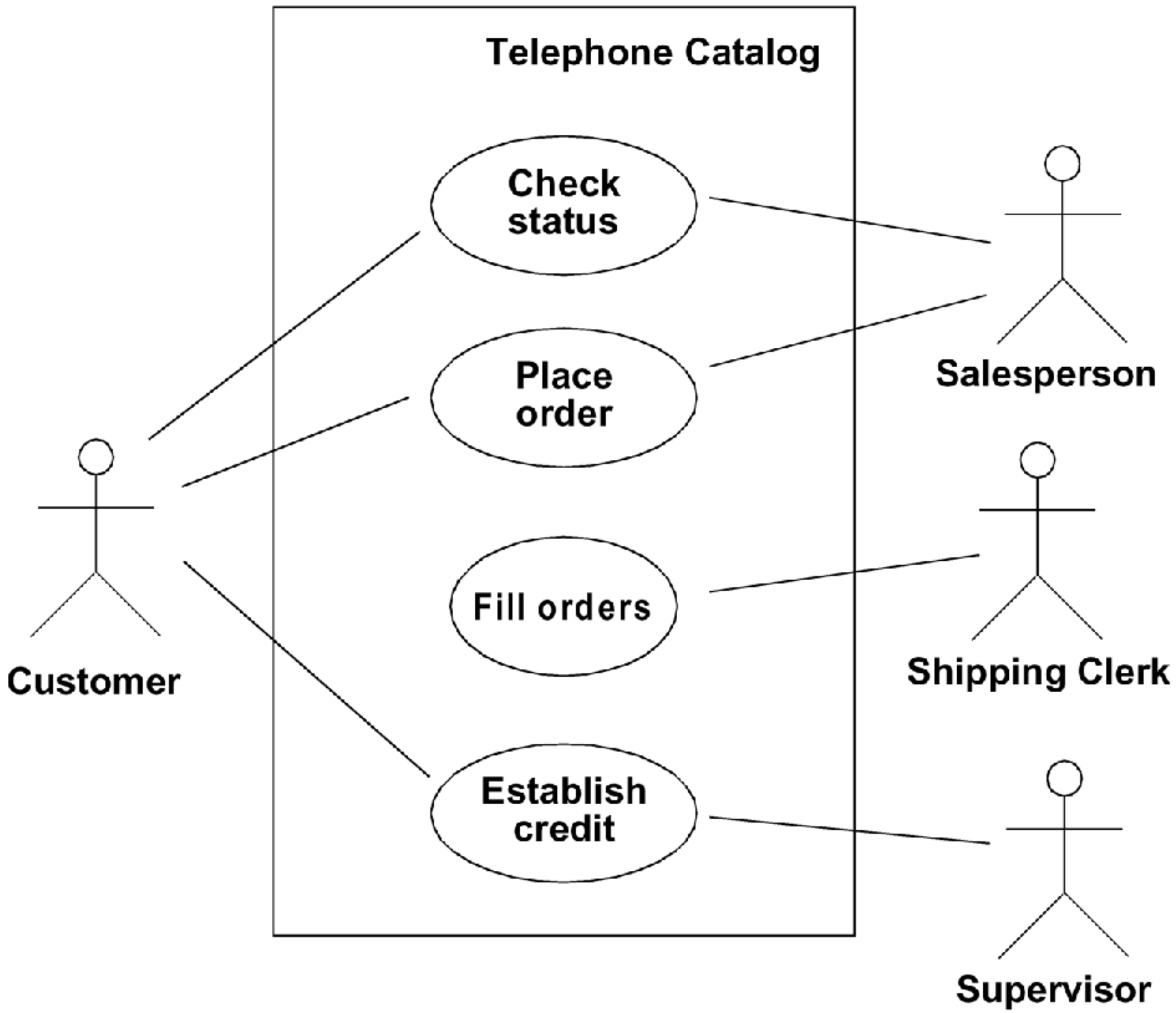
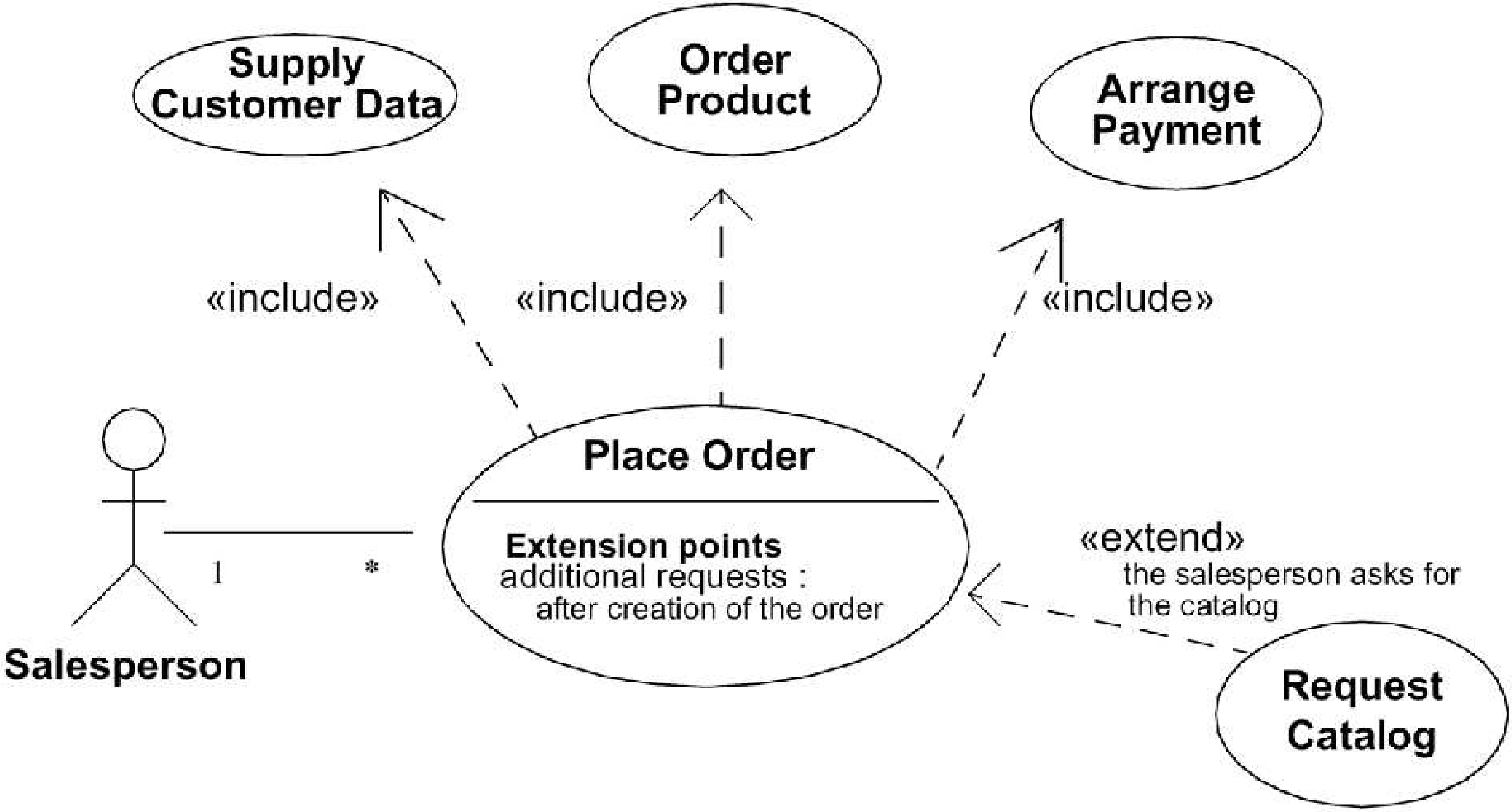
7. Further UML Diagrams

7.1 Use Case Diagrams

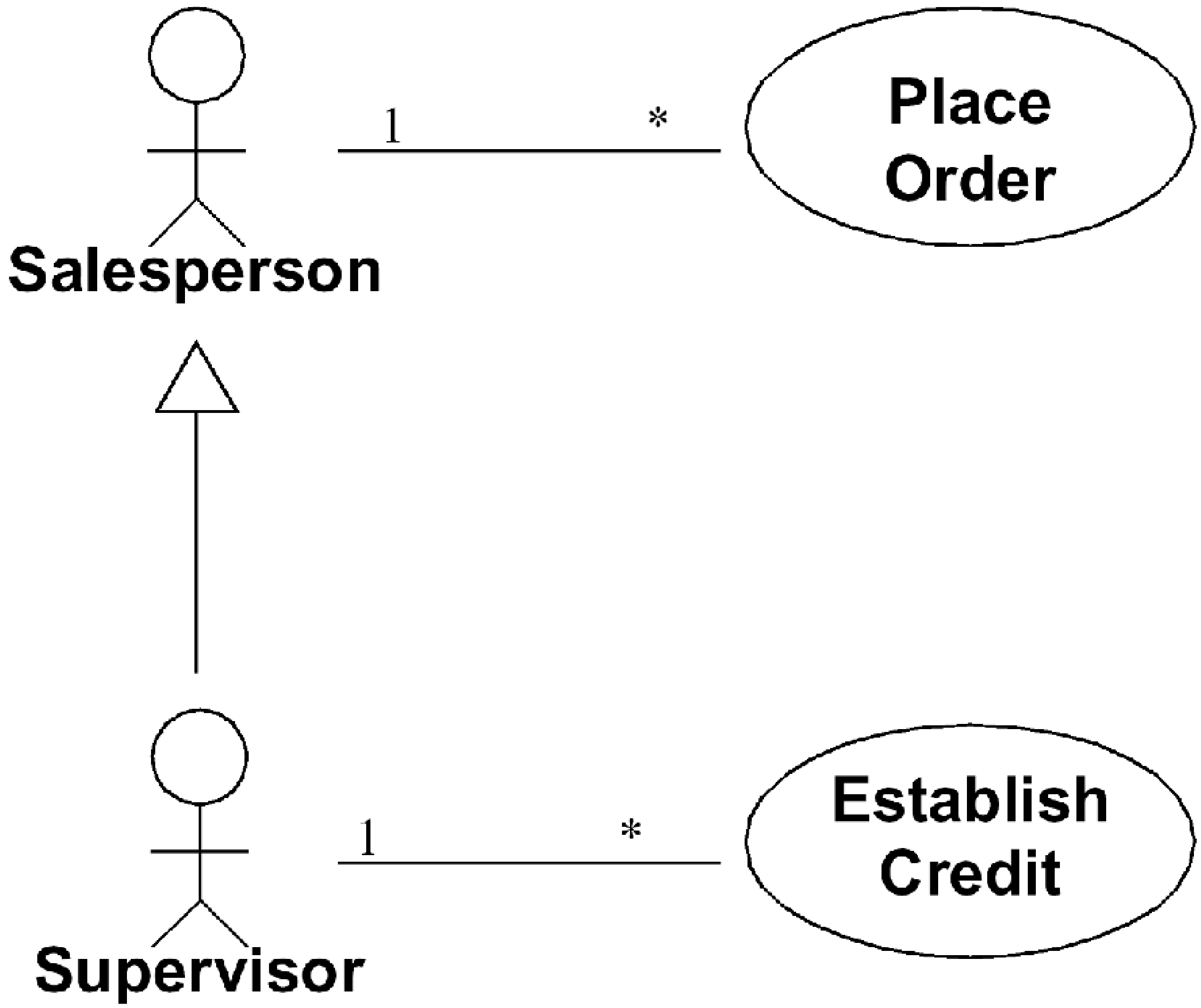
Use Case Diagram (3-52)



Use Case Relationships (3-53)



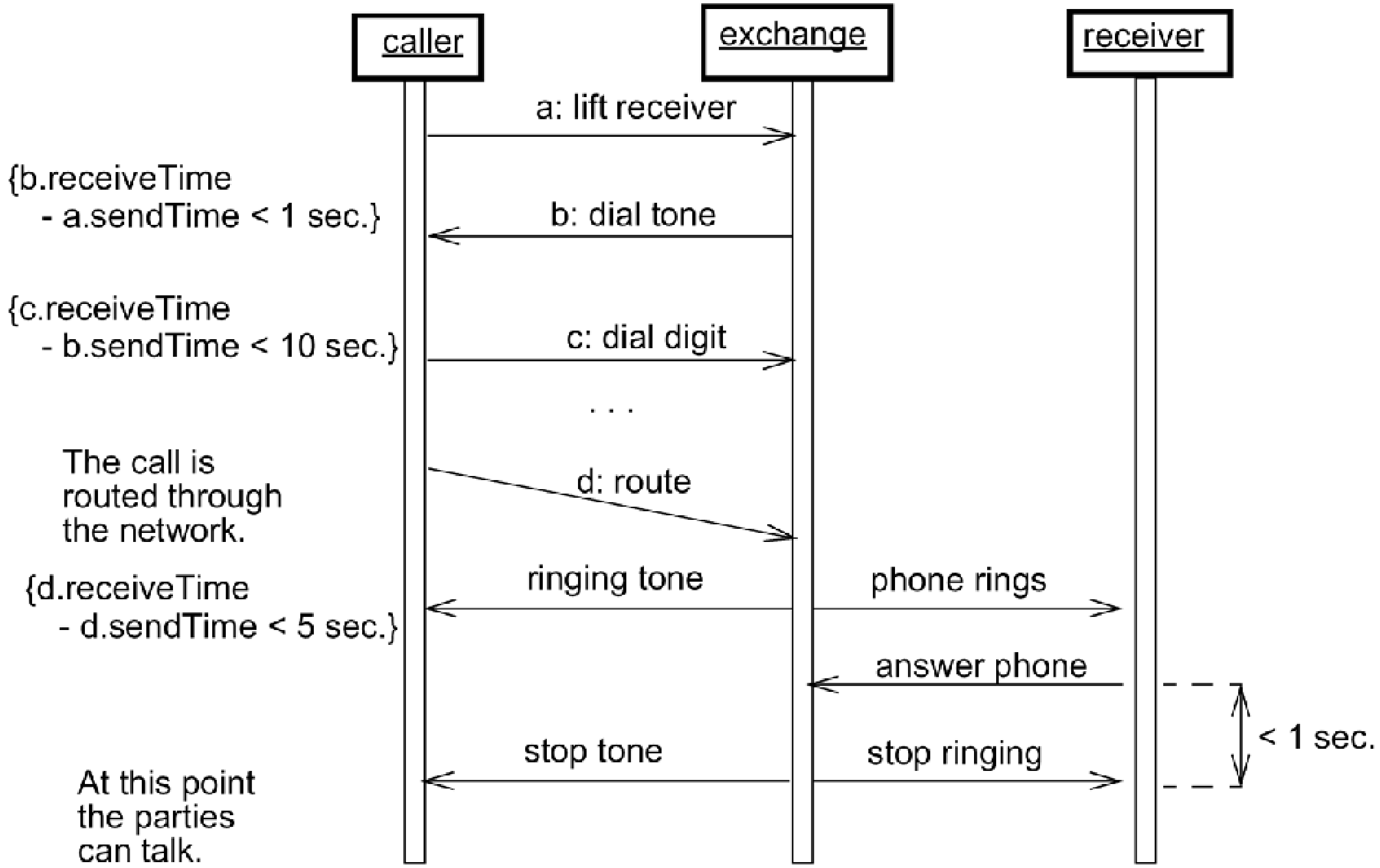
Actor Relationships (3-54)



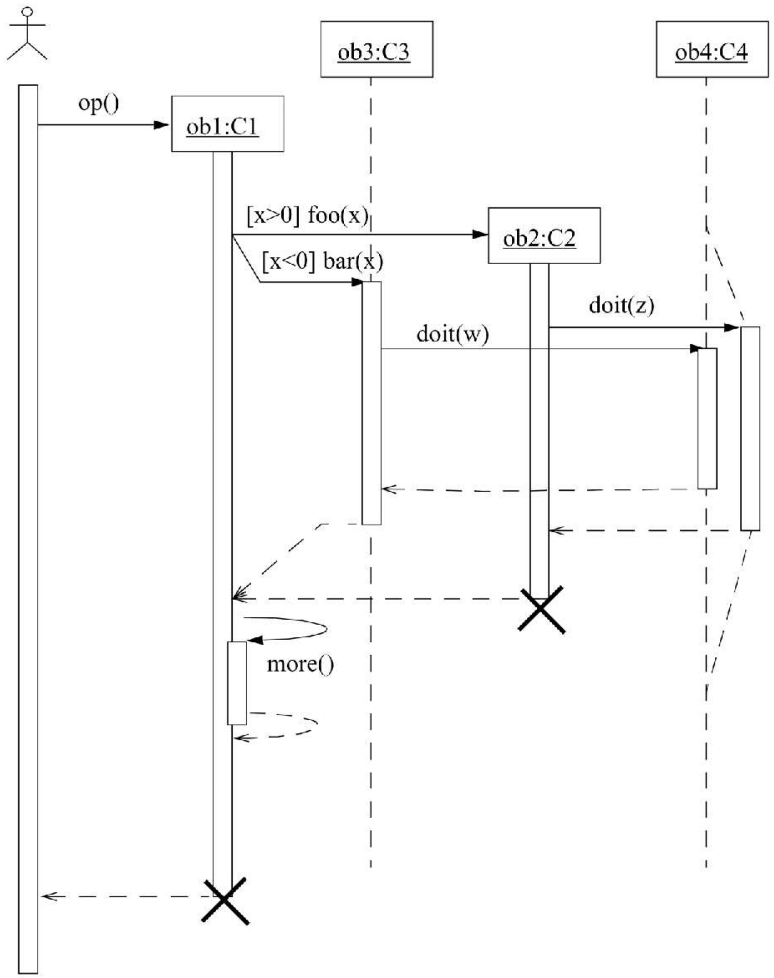
Use Case Diagram for Mail System

7.2 Sequence Diagrams

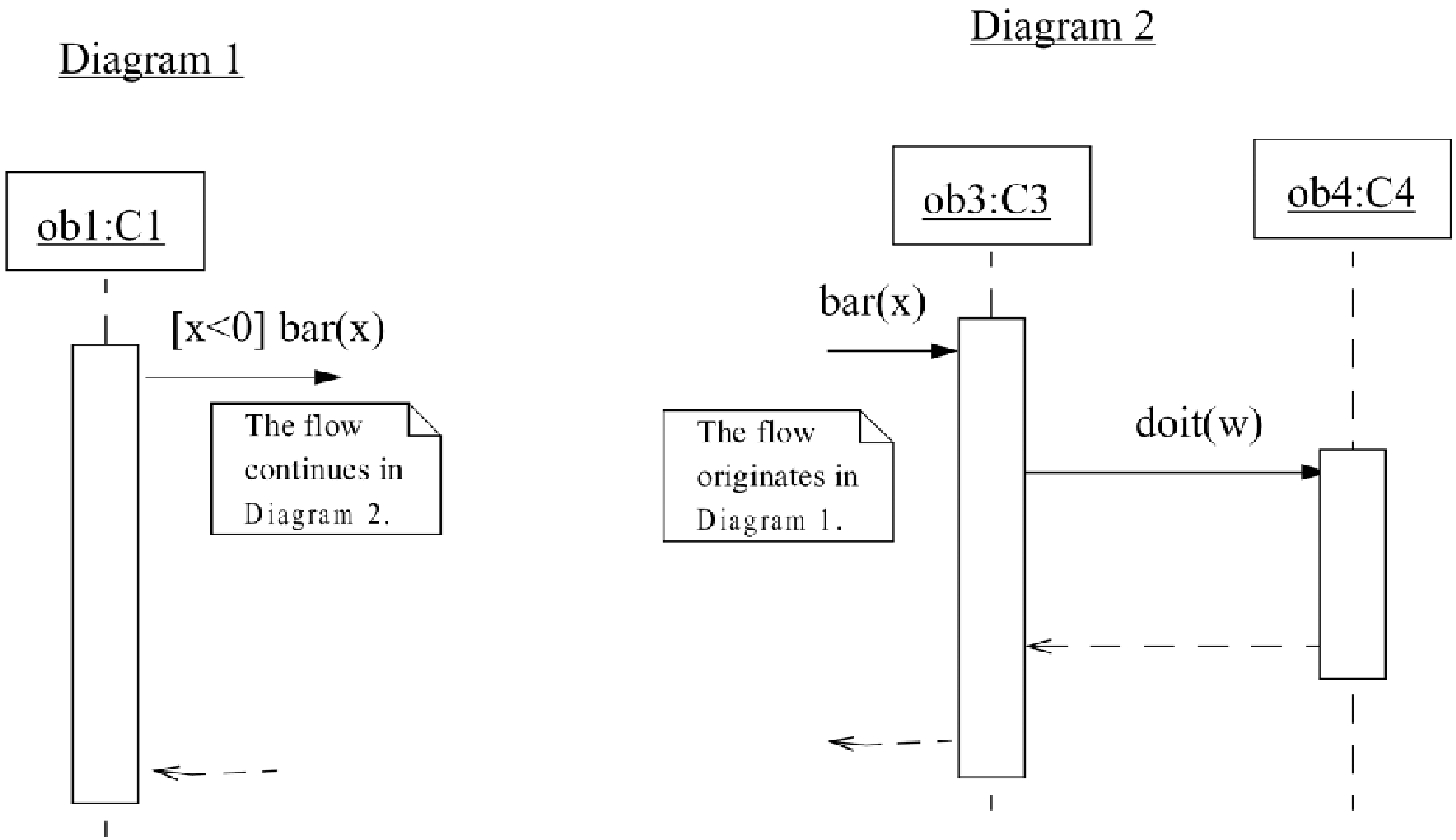
Simple Sequence Diagram with Concurrent Objects (denoted by boxes with thick borders) (3-55)



Sequence Diagram with Focus of Control, Conditional, Recursion, Creation, and Destruction (3-56)

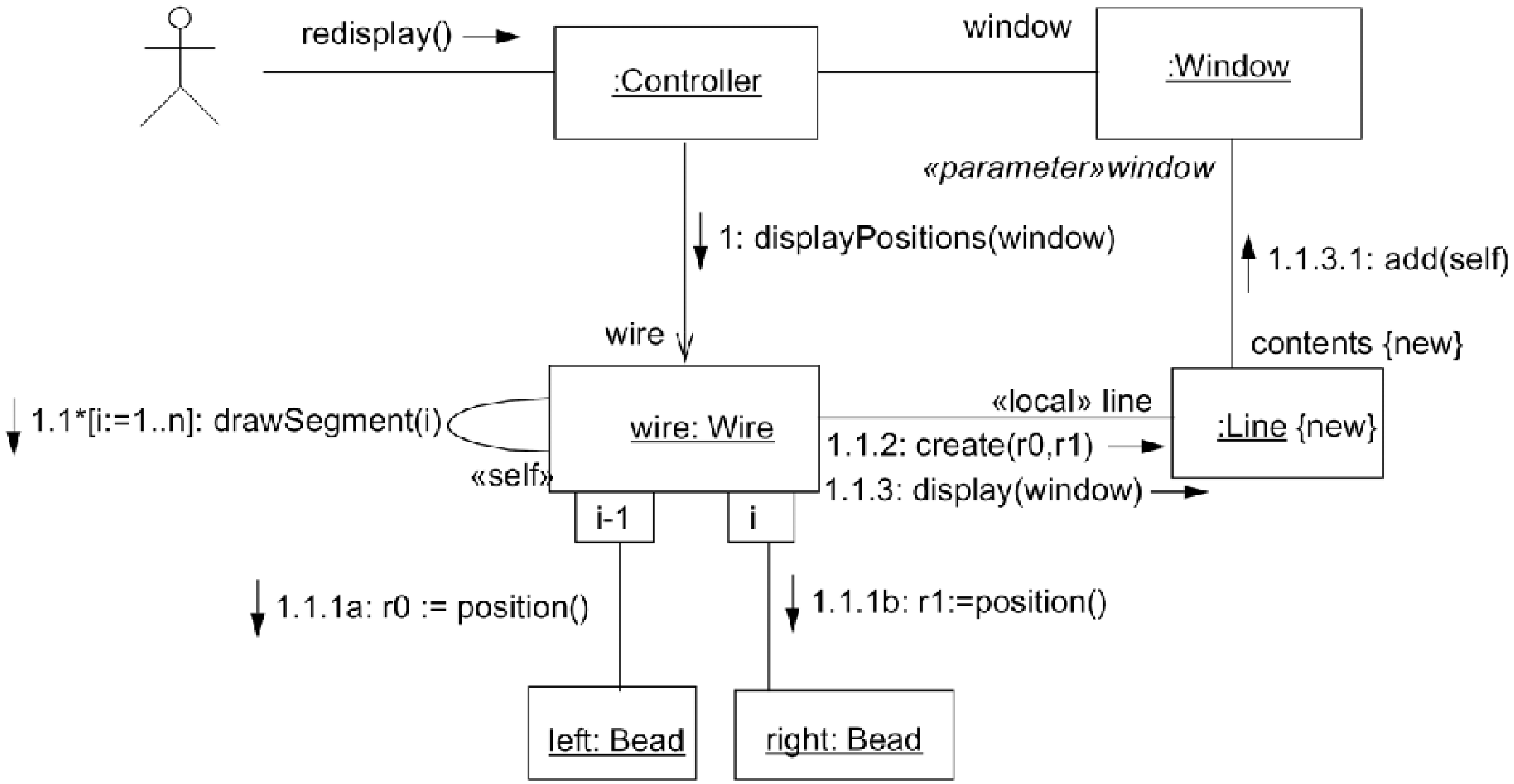


The flow shown in the sequence diagram to the left continues in the diagram to the right (3-58)

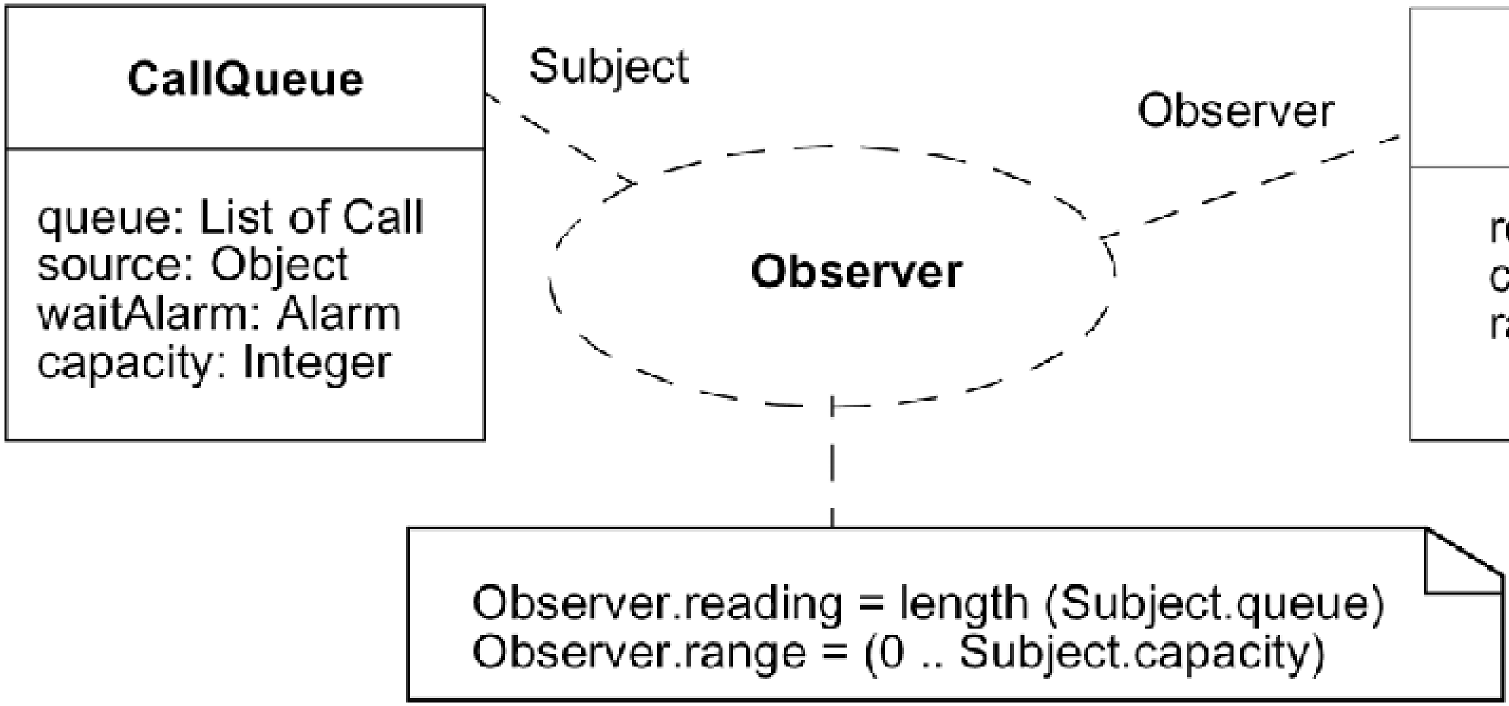


7.3 Collaboration Diagrams

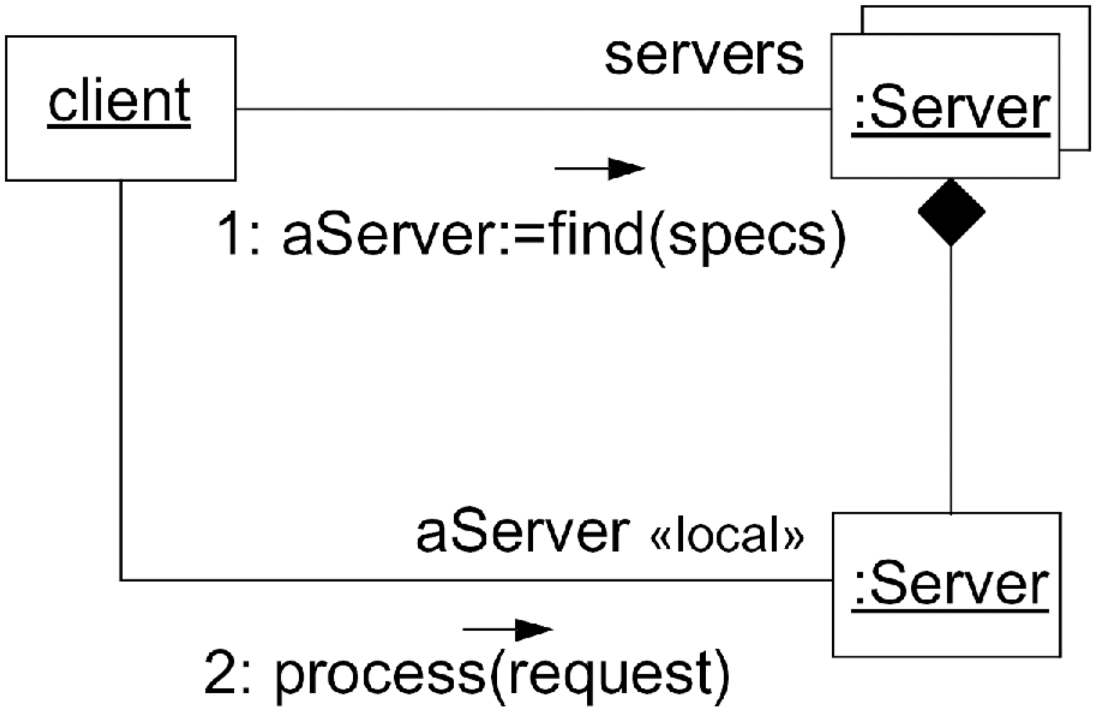
Collaboration Diagram at instance level, presenting Objects, Links, and Stimuli referenced by a CollaborationInstanceSet and its InteractionInstanceSet (3-59)



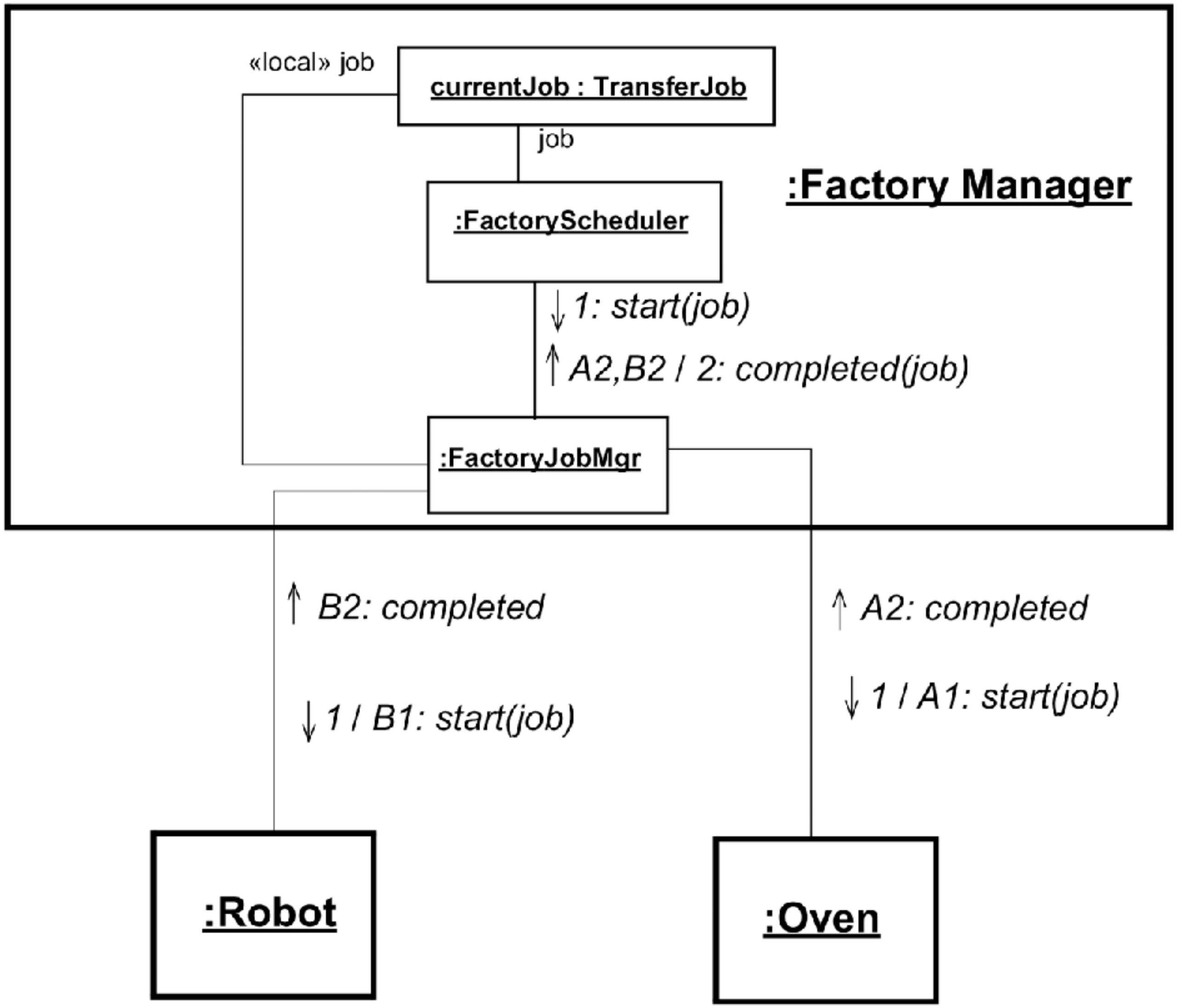
Use of a Collaboration (3-62)



Multiobject (3-69)

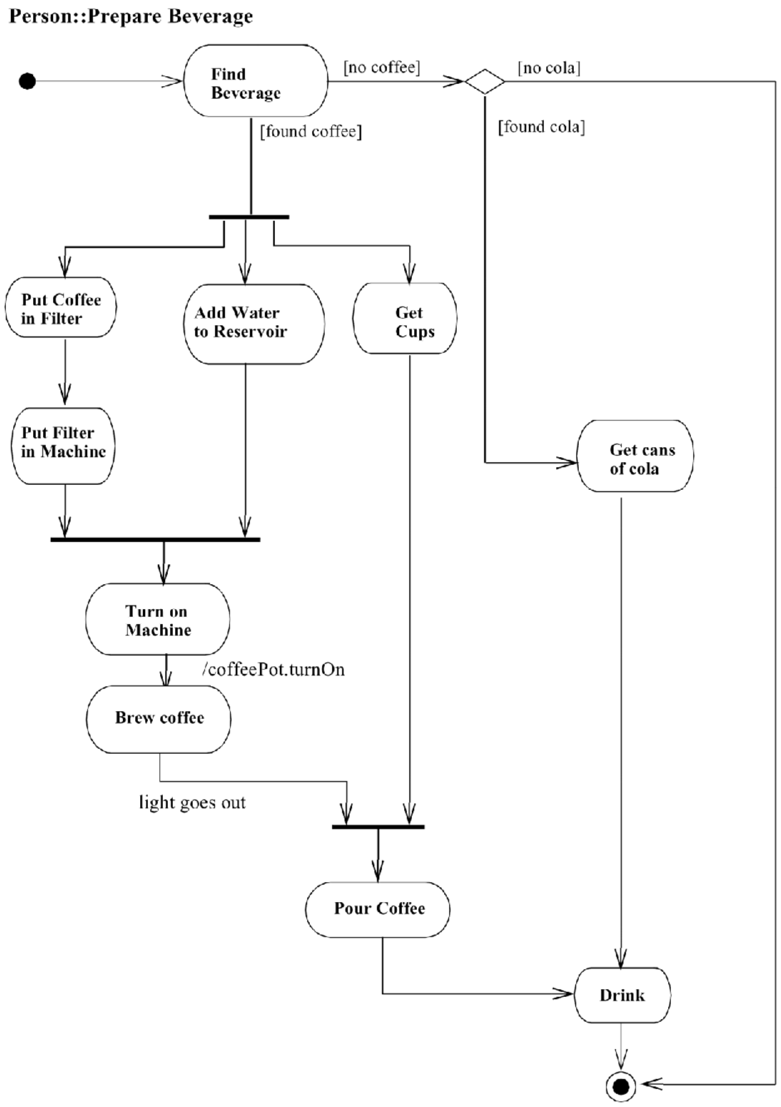


Composite Active Object (3-70)

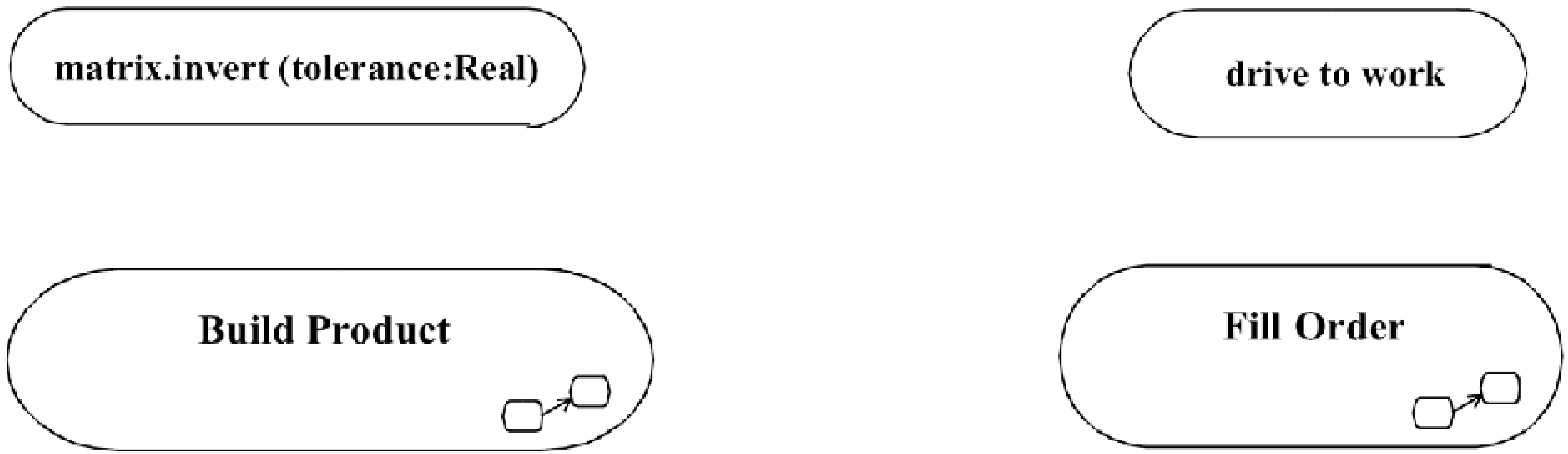


7.4 Activity Diagrams

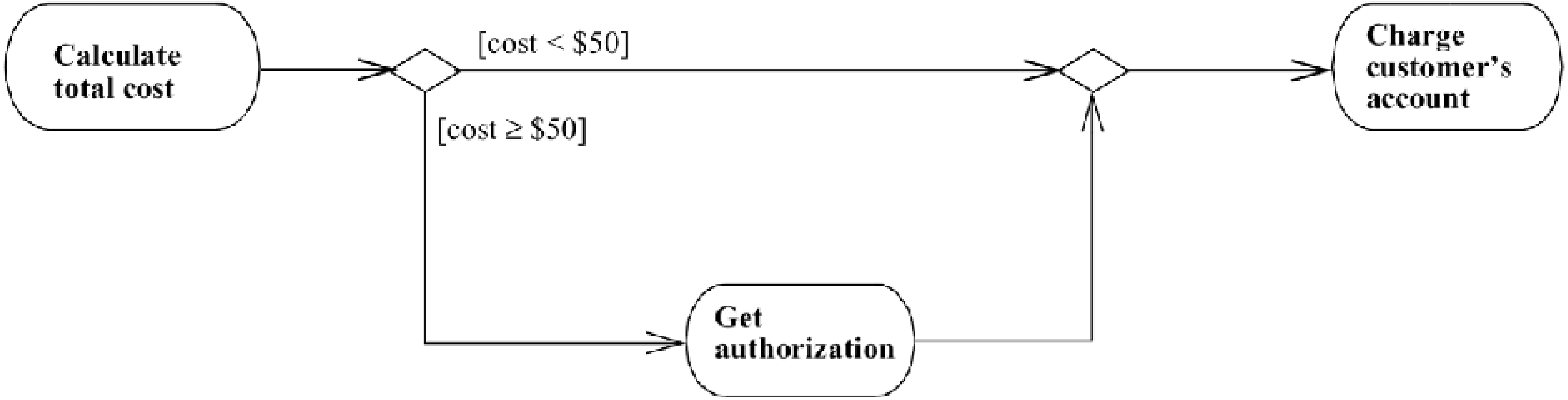
Activity Diagram (3-84)



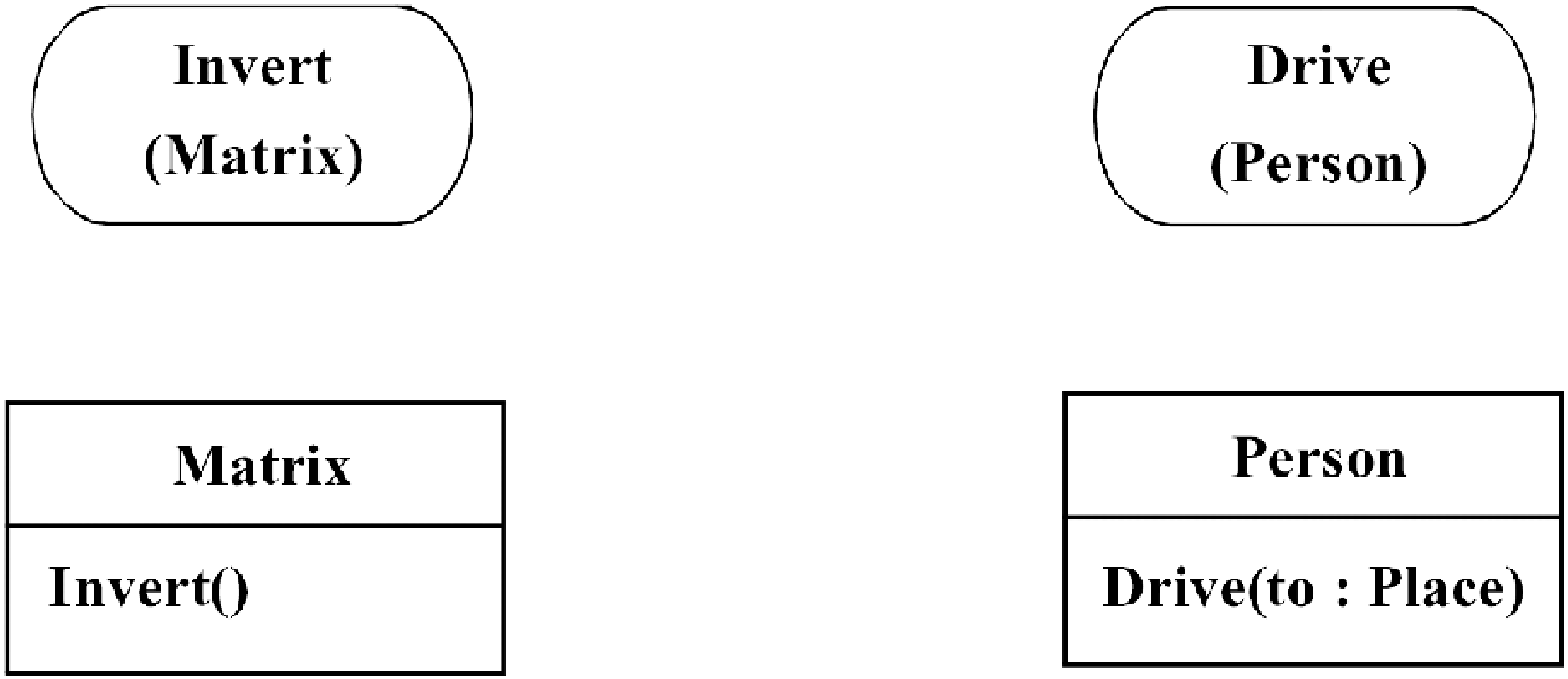
Action States (3-85) Subactivity States



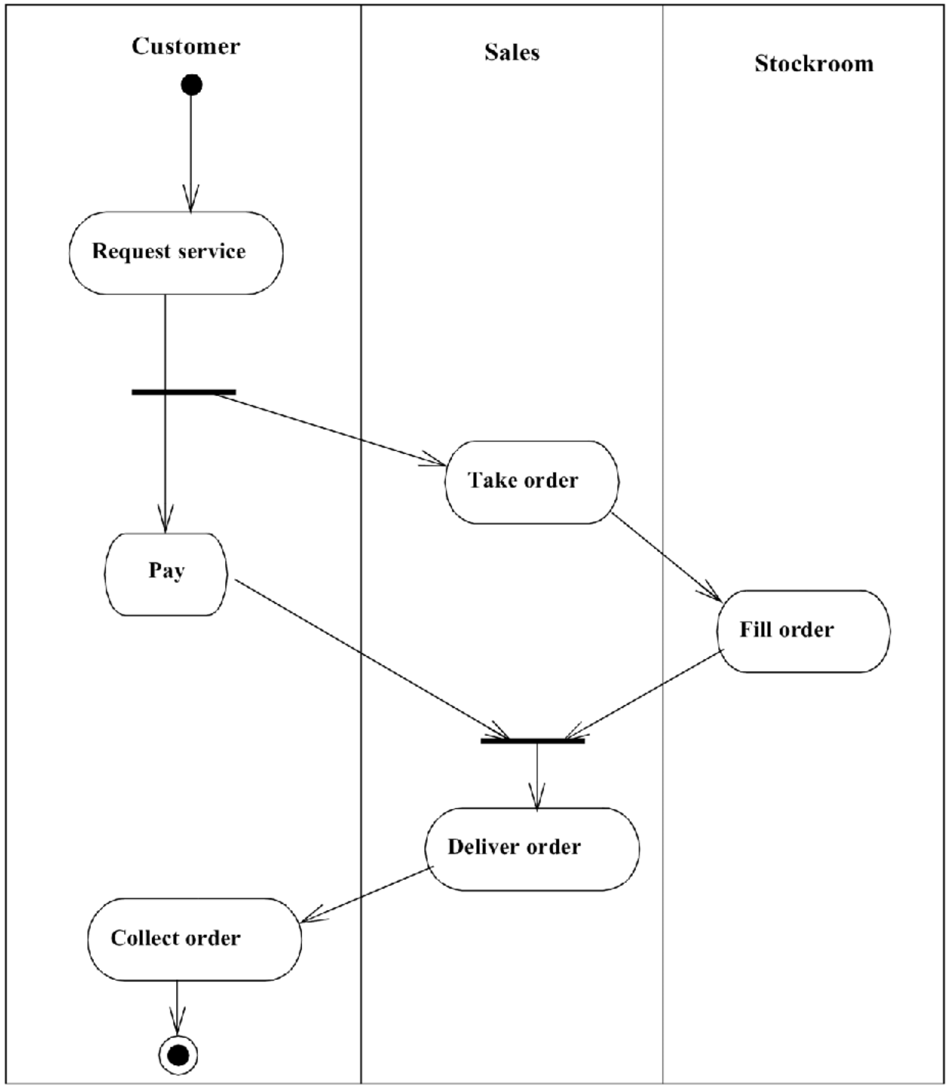
Decision and merge (3-87)



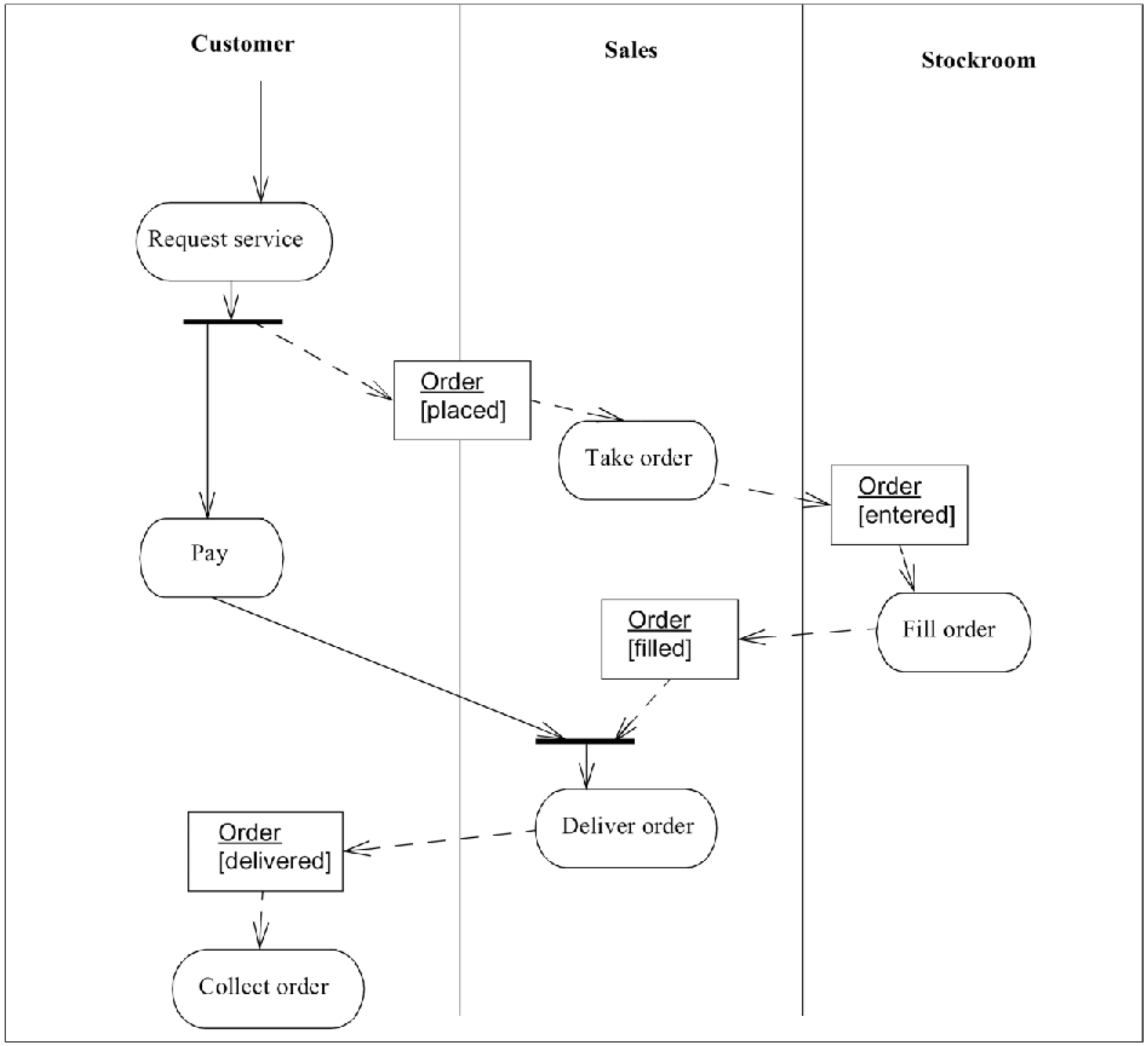
Call states and the operations they invoke (3-88)



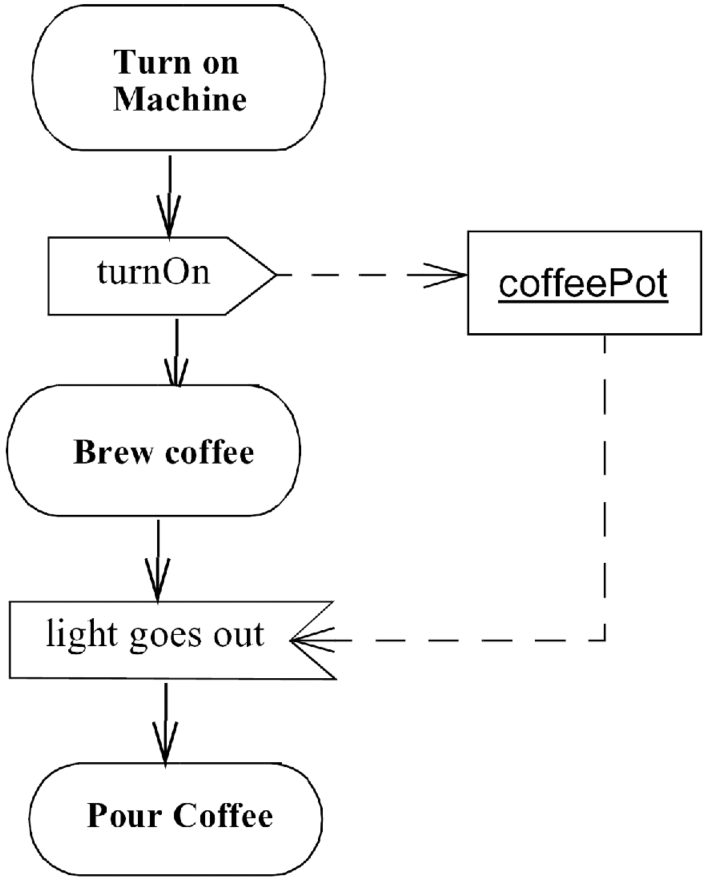
Swimlanes in Activity Diagram (3-89)



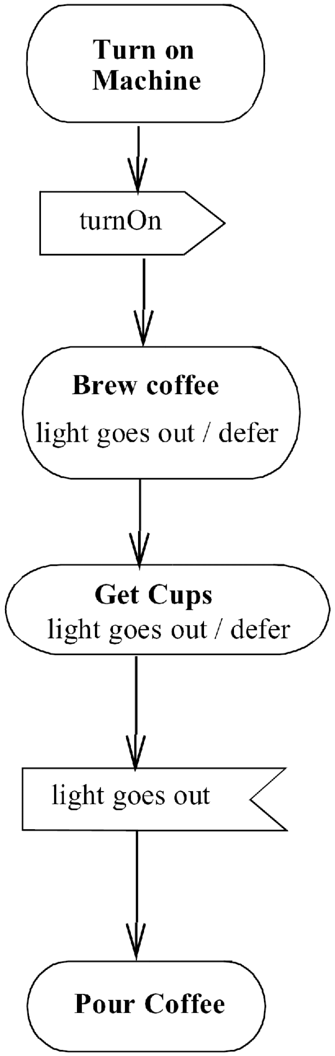
Actions and Object Flow (3-90)



Symbols for Signal Receipt and Sending (3-91)



Deferred Event (3-92)



Synchronizing parallel activities (3-93)