

Object-Oriented Design III



Modeling Dynamic Aspects of Systems



Interaction diagrams: set of objects and their relationships including messages that may be dispatched among them

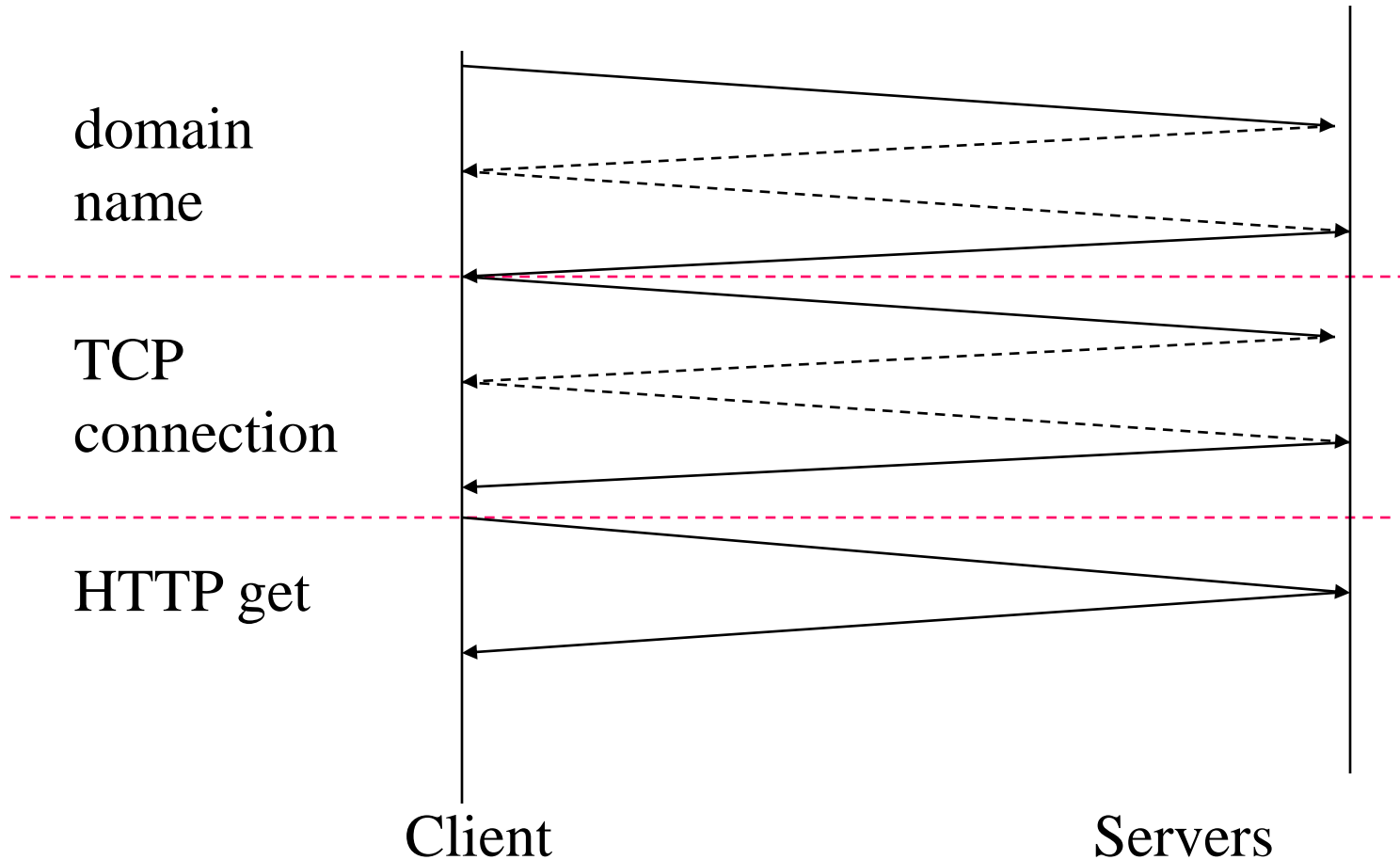
- *Sequence diagrams:* time ordering of messages
- *Collaboration diagrams:* structural organization of objects that send and receive messages

Activity diagram: flow chart showing flow of control from activity to activity

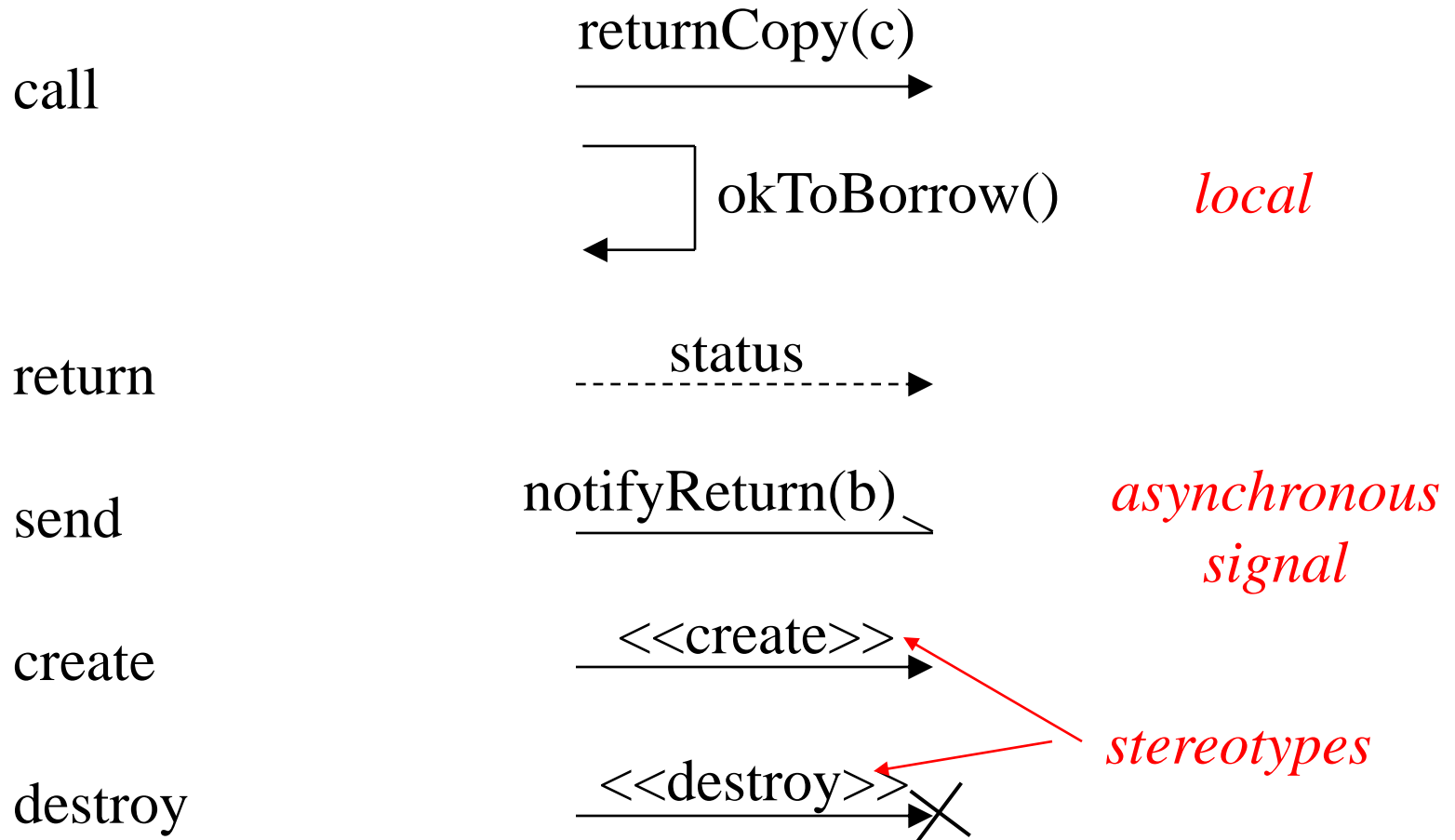
Statechart diagram: models a state machine

Bouncing Ball Diagrams

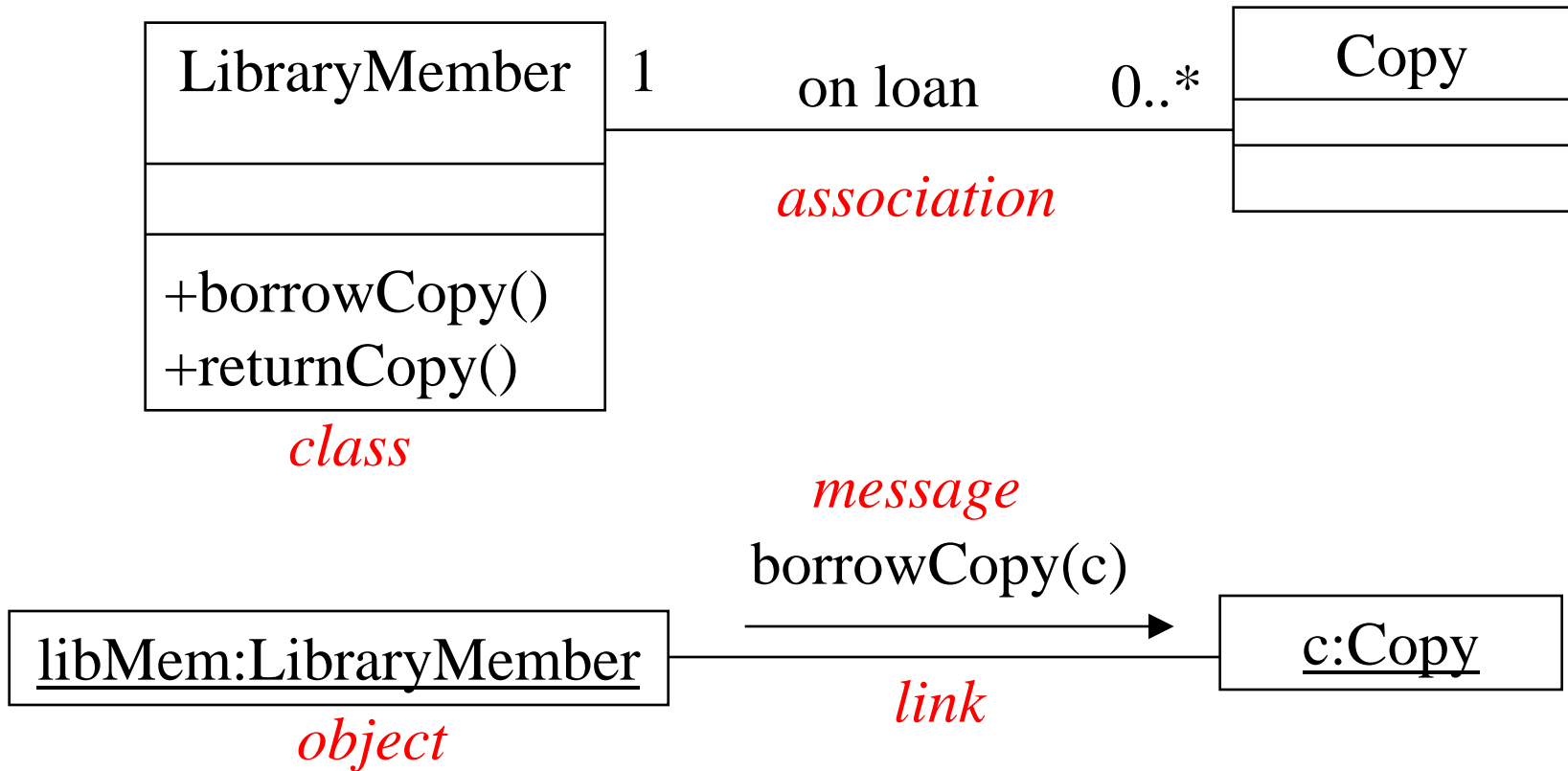
Example: <http://www.cs.cornell.edu/>



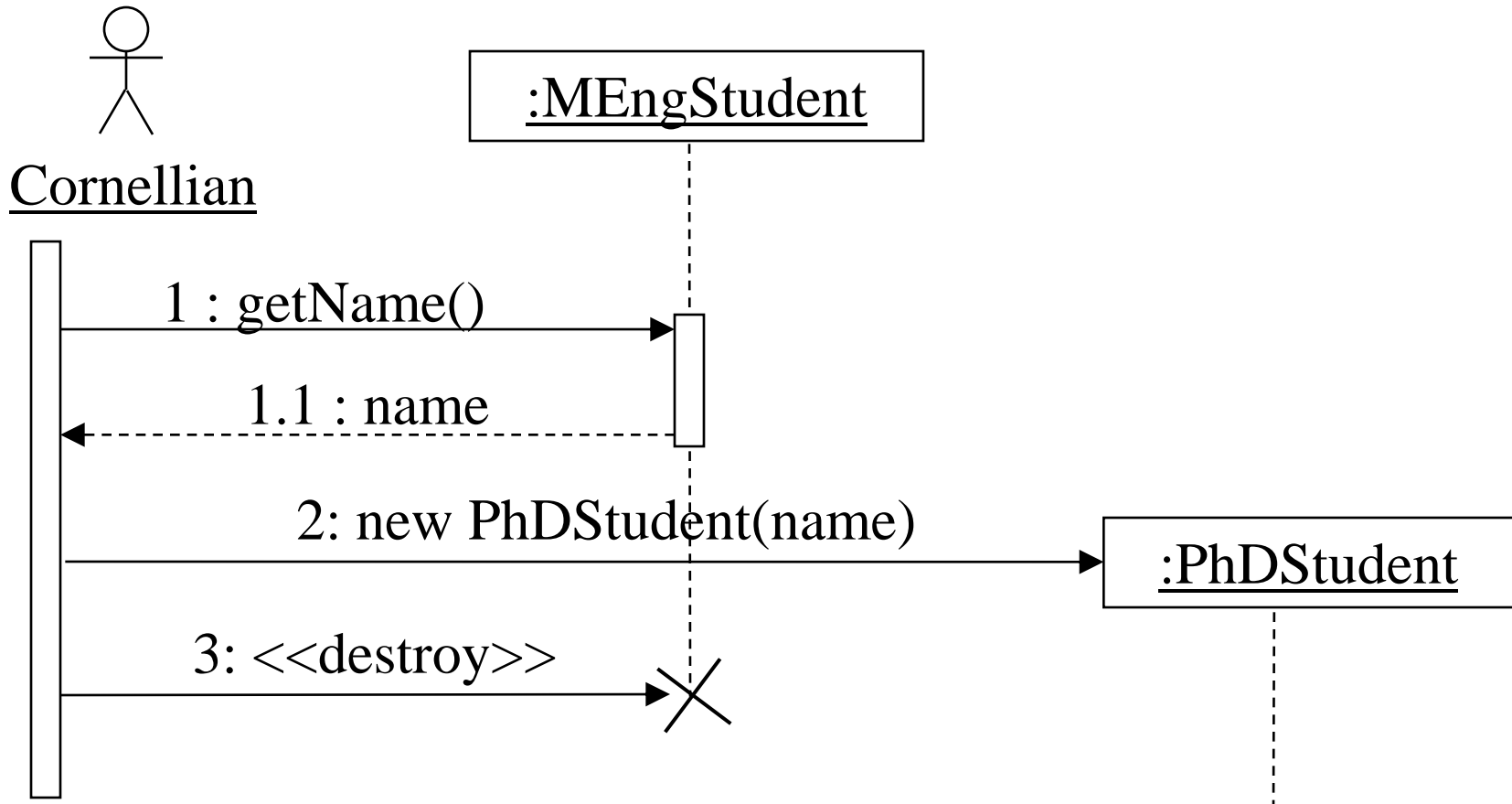
Actions on Objects



Links



Sequence Diagram: Change in Cornell Program



sequence numbers added to messages

Sequence Diagram: Borrow copy of a Book

