

COMMUNICATION DIAGRAM

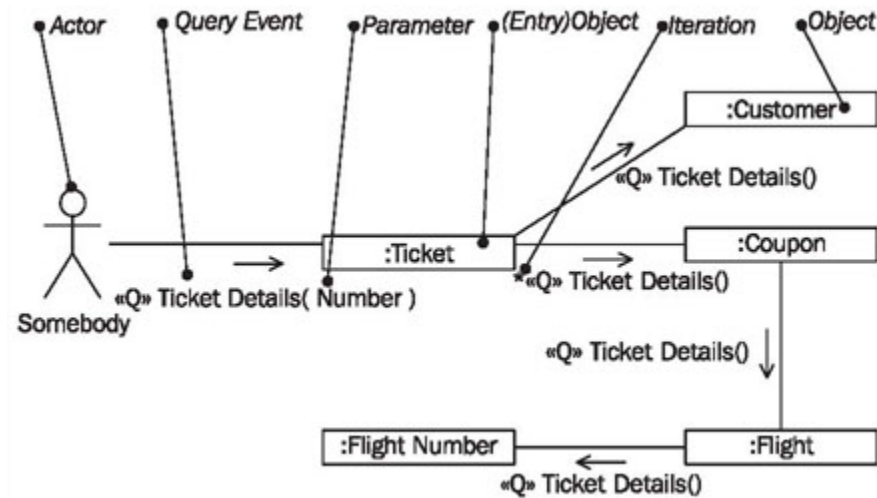


Figure 4.59 Elements of the communication diagram

In communication diagrams, as illustrated in Figure 4.59, we work with the following elements:

Actor "Somebody"

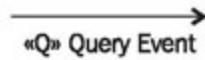
Actor "somebody" represents any actor from a use case diagram. Since the query event that is documented in the communication diagram can be contained in several use cases, and since these use cases have different actors, we use the actor "somebody":



In this way, we do not have to commit ourselves to a particular actor. (In communication diagrams actors can also be omitted altogether. In our experience, however, this makes the diagrams hard to understand.)

Query Event

A query event represents a query for information:



Normally, a query event from a use case is sent to the IT system, for example, a query for detailed information about a ticket.

Parameter

Parameters allow for attaching information to an event, e.g., the number of a ticket, so that the correct ticket can be read:

(Parameter)

Iteration

An iteration indicates that all objects to which an association exists receive the event, for instance, all the coupons of a ticket:

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Object and Entry Object

The object represents an object of a class in the static view, for instance, "Henry Johnson", who is an object of the class *passenger*:

Object:Class

The entry object is the first object that receives a query event from an actor. At the entry object the interaction path begins.