



UNIFIED MODELING LANGUAGE™



WE SET THE STANDARD™

# 10. Completing the Interaction Picture: Interaction Overview Diagrams

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# What we learnt?

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- ▶ 9. Focusing on Interaction Timing: **Timing Diagrams**
  - ▶ 9.1. What Do Timing Diagrams Look Like?
  - ▶ 9.2. Building a Timing Diagram from a Sequence Diagram
  - ▶ 9.3. Applying Participants to a Timing Diagram
  - ▶ 9.4. States
  - ▶ 9.5. Time
  - ▶ 9.6. A Participant's State-Line
  - ▶ 9.7. Events and Messages
  - ▶ 9.8. Timing Constraints
  - ▶ 9.9. Organizing Participants on a Timing Diagram
  - ▶ 9.10. An Alternate Notation



# 10. Completing the Interaction Picture: Interaction Overview Diagrams

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- ▶ 10.1. The Parts of an Interaction Overview Diagram  
    构成
- ▶ 10.2. Modeling a Use Case Using an Interaction Overview
  - ▶ 10.2.1. Pulling Together the Interactions 收集交互
  - ▶ 10.2.2. Gluing the Interactions Together 连接交互



## 10. Completing the Interaction Picture: Interaction Overview Diagrams

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- ▶ This is the job of interaction overview diagrams; they exist to give you that **big picture perspective** on your system's interactions.

关于系统的总体交互



# 10. Completing the Interaction Picture: Interaction Overview Diagrams

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- ▶ Interaction overview diagrams provide a **high-level view** of how several interactions work together to implement a system concern, such as a use case.

关于系统交互实现系统功能的高级视图

- ▶ **Sequence, communication, and timing** diagrams focus on specific details concerning the messages that make up an interaction, 交互的细节
- ▶ but **interaction overview** diagrams tie together the different interactions into a single complete picture of the interactions that make up a particular system concern.

组合使用三种图

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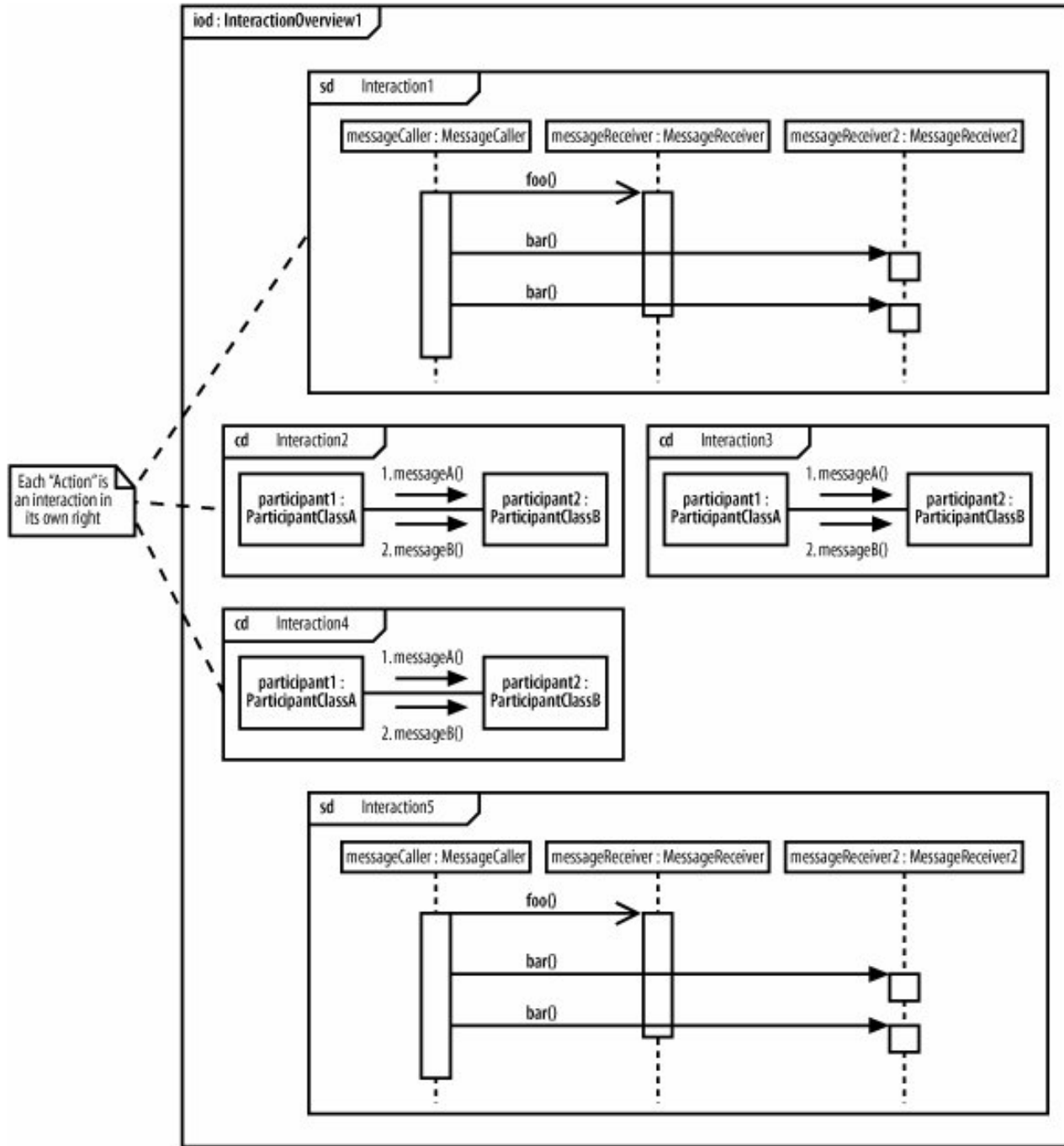
# 10. Completing the Interaction Picture: Interaction Overview Diagrams

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- ▶ An interaction overview looks very much like an **activity diagram** (see Chapter 3) except that **each of the actions are interactions within their own right**.
    - ▶ Think of each part of an interaction overview as a **complete interaction** in itself. 各部分都有完整交互
    - ▶ If one interaction within the overview is most concerned with **timing**, then a timing diagram could be employed (see Chapter 9),
    - ▶ while another interaction of the overview may need to focus on message **ordering**, and so a sequence diagram could be used (see Chapter 7).
    - ▶ The interaction overview glues together separate interactions within your system in the notation that makes most sense to the particular interaction to show **how they work together** to implement a system concern. 如何共同实现系统功能
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# 10.1. Diagrams



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Figure

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Figure 10-2. The lifelines **subtitle** shows the combined list of participants involved in the interactions within the overview

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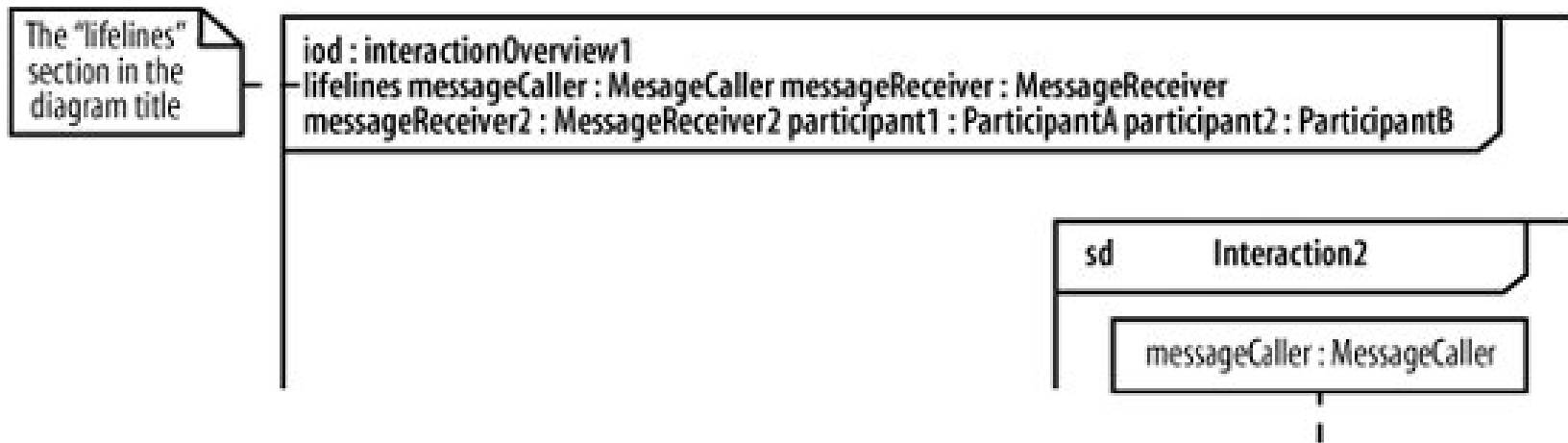
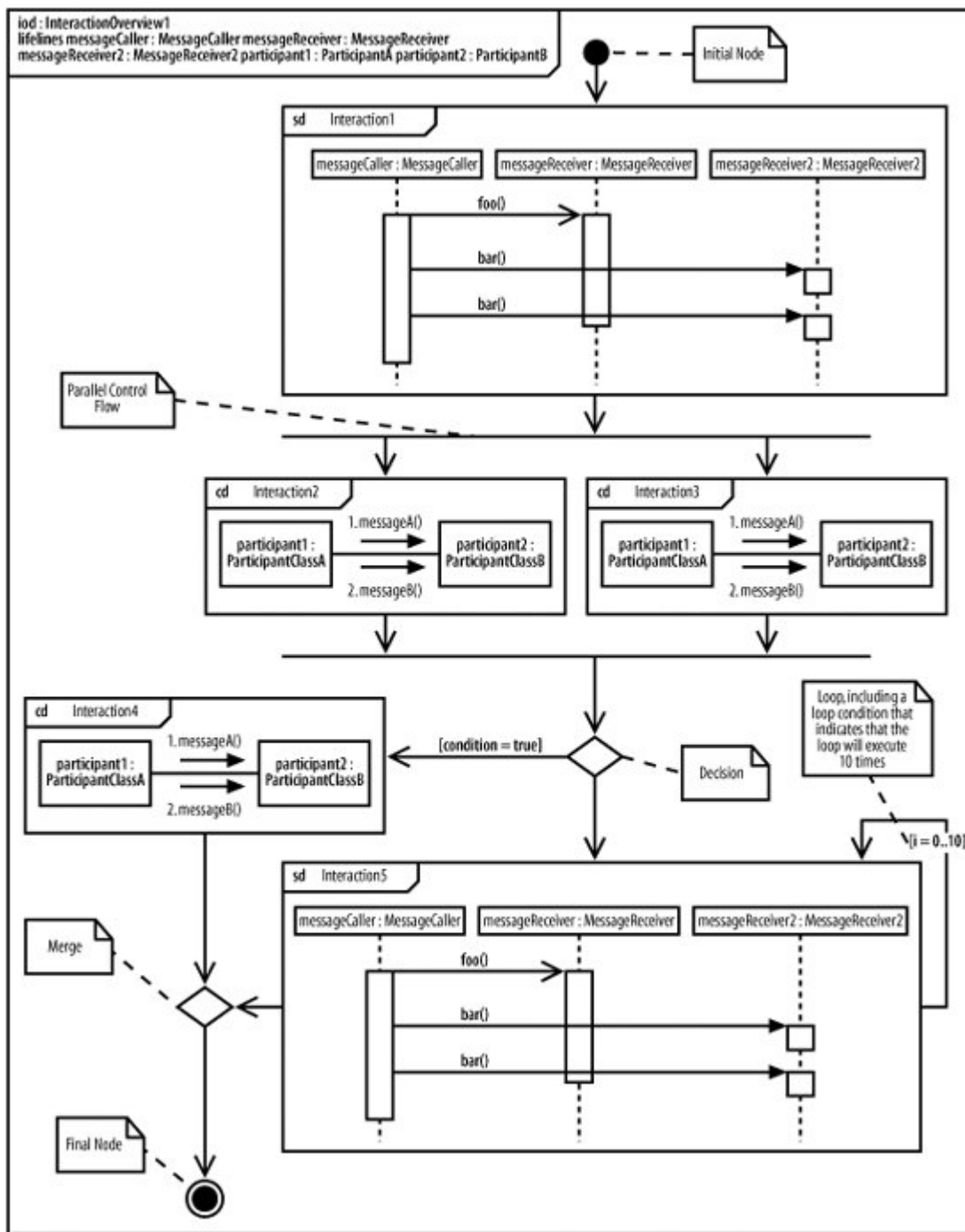




Figure 10-3. Sequence Interaction 1, will execute or Interaction 5 is merges and th



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## 10.2. Modeling a Use Case Using an Interaction Overview

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- ▶ 10.2.1. Pulling Together the Interactions 收集交互
  - ▶ First, we need to decide how the interaction overview will be **broken down into the most effective diagrams** for each of the individual interactions, as shown in Figure 10-4.
  - ▶ When modeling the Select Blog Account Type, Create Regular Blog Account, and Tidy Up Author Details interactions, message **order** is more important than any other factor. The relevant steps can be reused from the **sequence diagrams** modeled in Chapter 7, as shown in Figure 10-5.
  - ▶ For variety's sake, the Enter Author Details will be displayed as a **communication diagram**, as shown in Figure 10-6.



Figure 10-4. **All three types of interaction diagram** are used in this overview sd indicates a sequence diagram, cd is for a communication diagram, and, not surprisingly, td stands for  $\varepsilon$

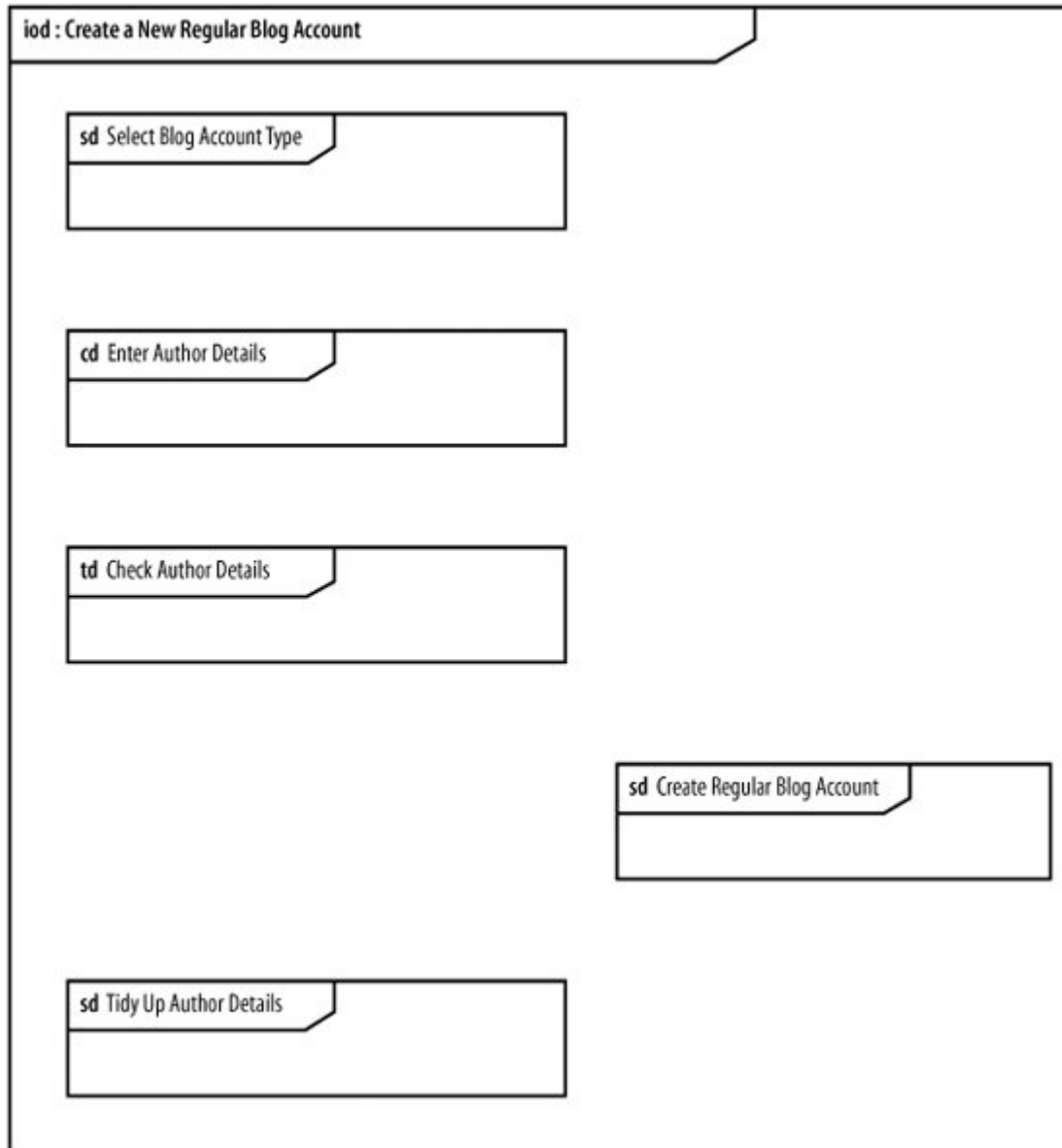
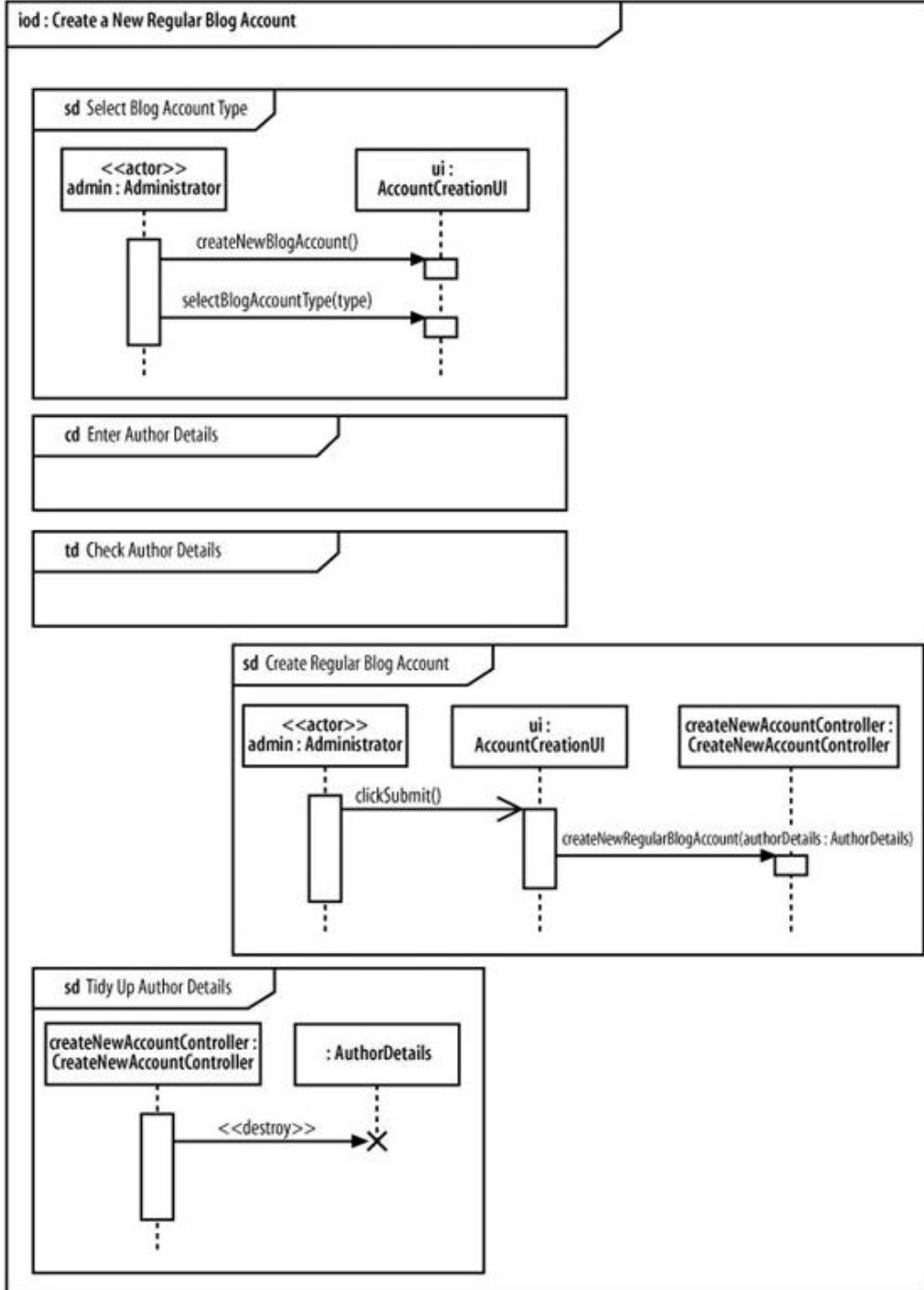


Figure 10-  
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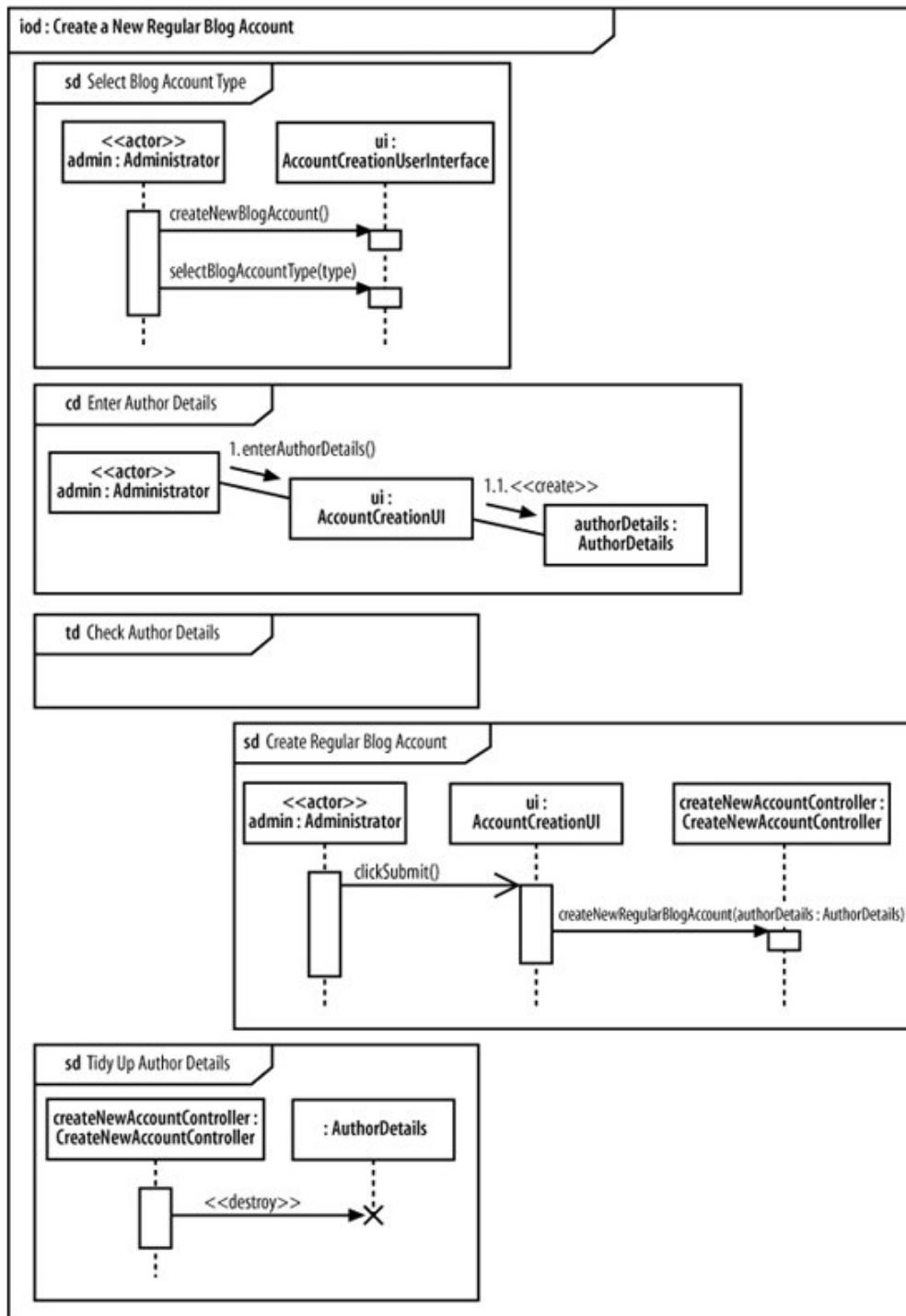


Figure 1  
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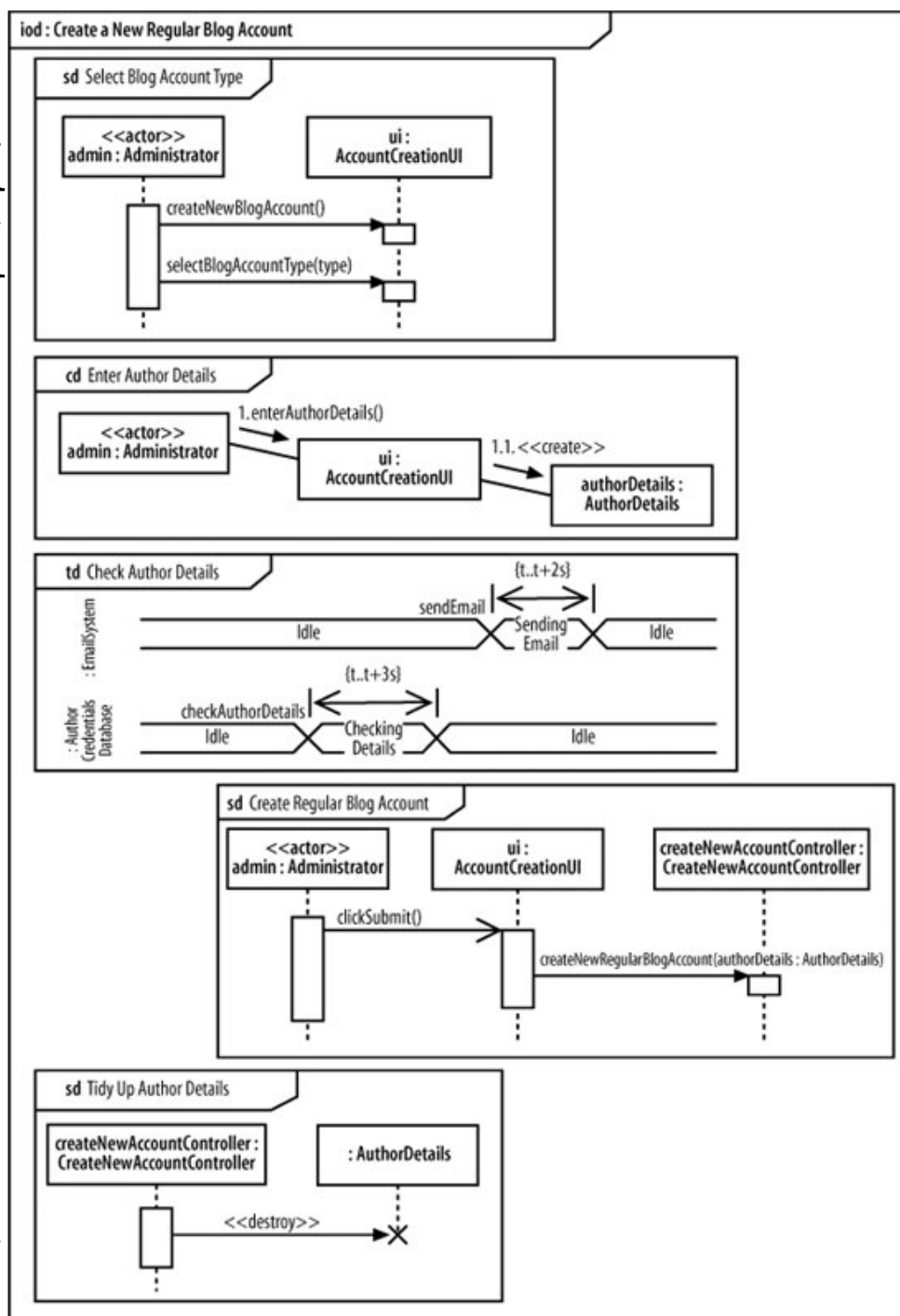
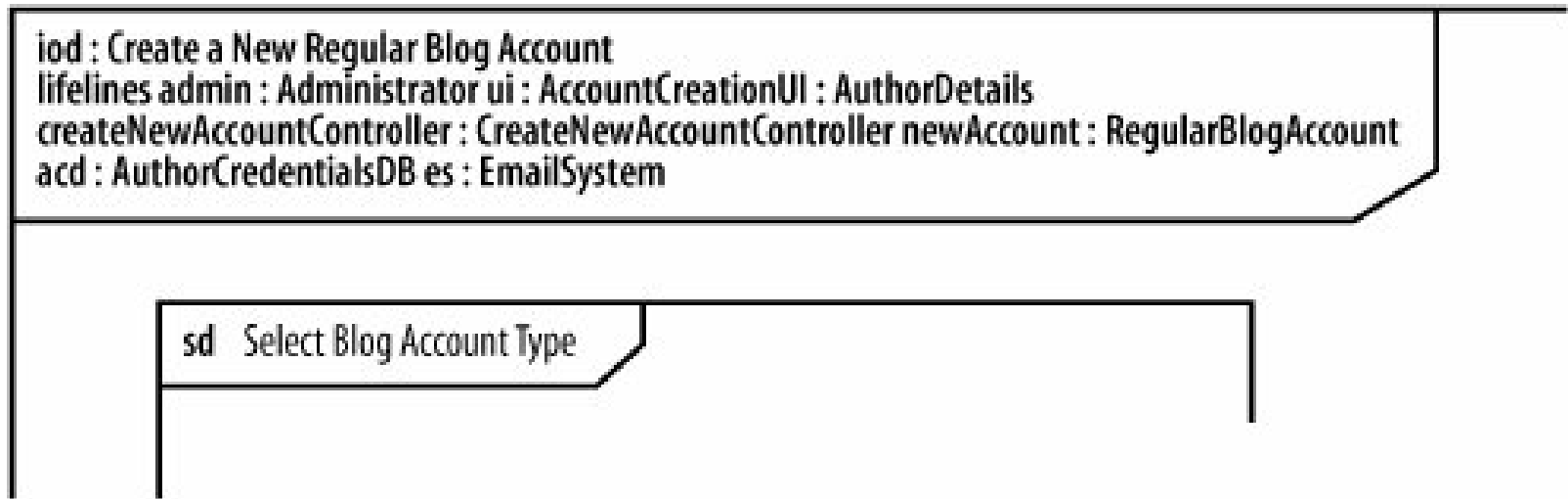


Figure 10-8. Adding each of the participants involved in an interaction to the lifeline list in the interaction overview's **title bar**



## 10.2. Modeling a Use Case Using an Interaction Overview

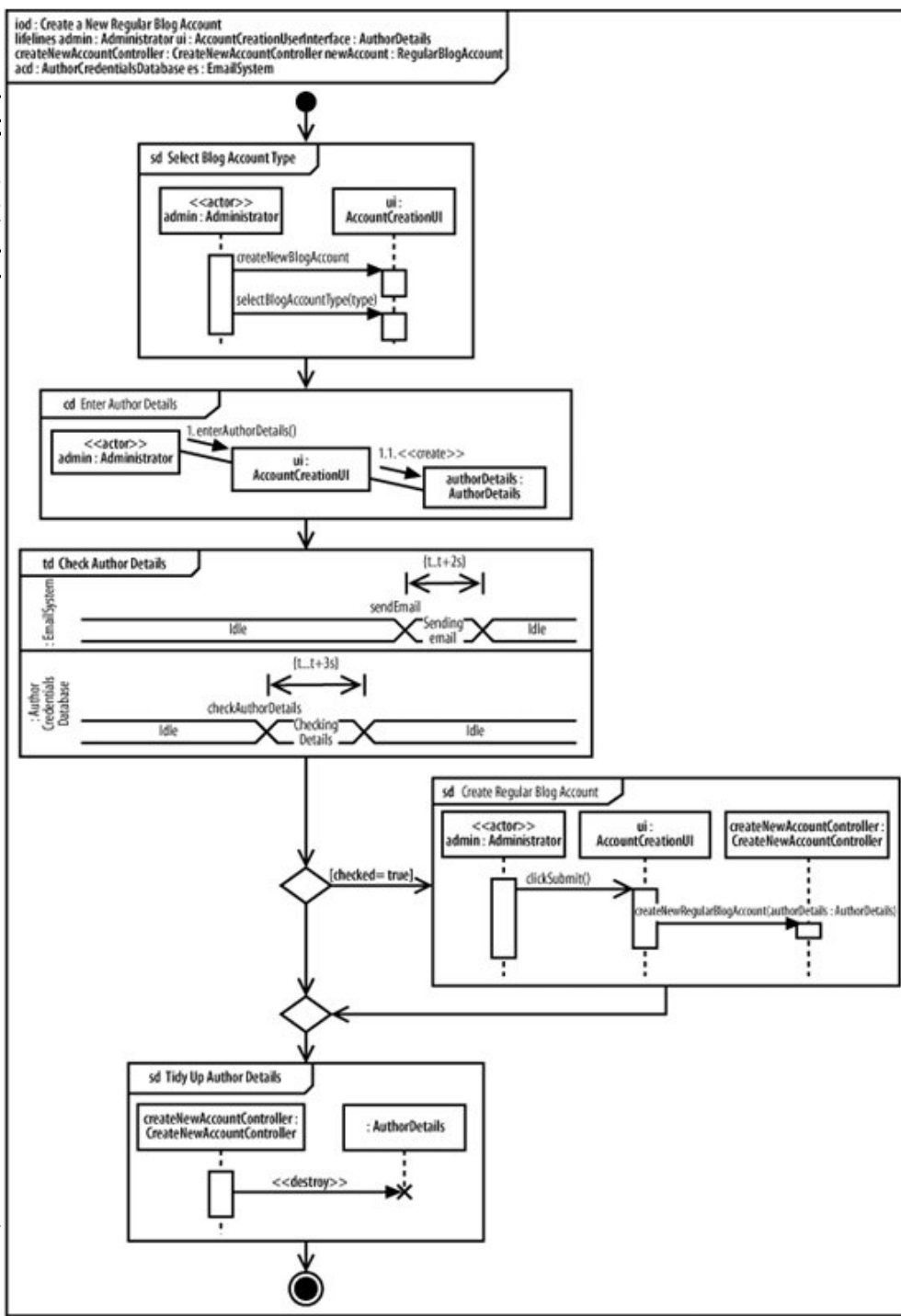
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- ▶ 10.2.2. Gluing the Interactions Together 连接交互
  - ▶ The final piece of the puzzle in the Create a New Regular Blog Account interaction overview is **the actual flow of control** between each of the separate interaction diagrams, as shown in Figure 10-9. 实际控制流程
  - ▶ The control flow in Figure 10-9 shows that each of the separate interactions are executed in order.
    - ▶ The one deviation from the normal path occurs at the Create Regular Blog Account interaction, shown as a **sequence diagram**, which is executed only if the author details checked out during the Check Author Details interaction.





Figure 10-9  
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# Summary

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- ▶ 10. Completing the Interaction Picture:  
**Interaction Overview Diagrams**
- ▶ 10.1. The Parts of an Interaction Overview Diagram
- ▶ 10.2. Modeling a Use Case Using an Interaction Overview
  - ▶ 10.2.1. Pulling Together the Interactions
  - ▶ 10.2.2. Gluing the Interactions Together



# Next ...

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- ▶ 11. Modeling a Class's Internal Structure:  
**Composite Structures**
- ▶ 12. Managing and Reusing Your System's Parts:  
**Component Diagrams**
- ▶ 13. Organizing Your Model: **Packages**



See you ...

