## Interactions

- Class diagrams illustrate *static* aspects of the system design.
- To represent *dynamic* (i.e., run time) aspects of the system we need to show *objects* and *events*.
- Interaction diagrams illustrate interaction between objects.
  - Sequence diagrams
    - A vertical line for each object involved.
    - Time runs top to bottom.
    - Events (method call) indicated by arrows.
  - Communication diagrams (a.k.a. collaboration diagrams)
    - Layout for clarity
    - Message/call sequence indicated by numbers.
    - Nested calls indicated by "." (e.g., 1.1, 1.2 . . .).

Sequence Diagrams
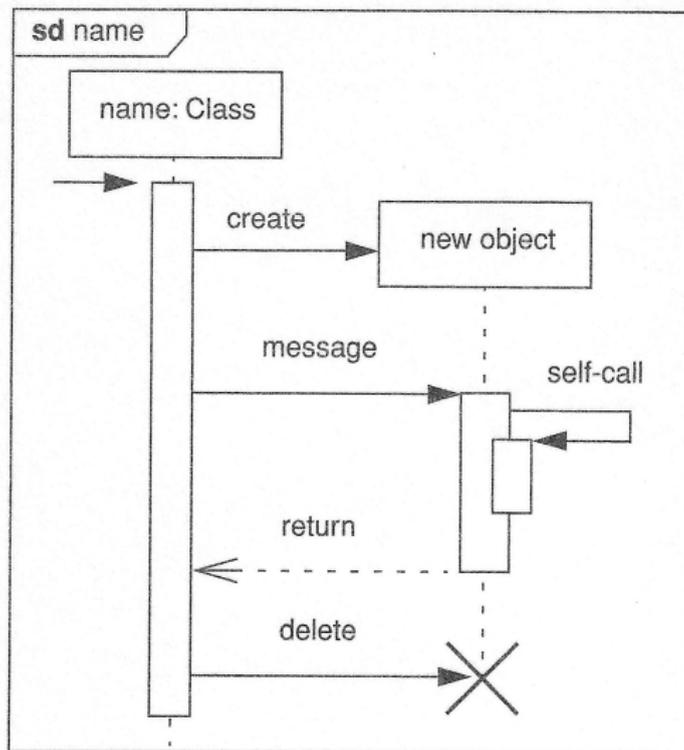
Control Flow in Sequence Diagrams
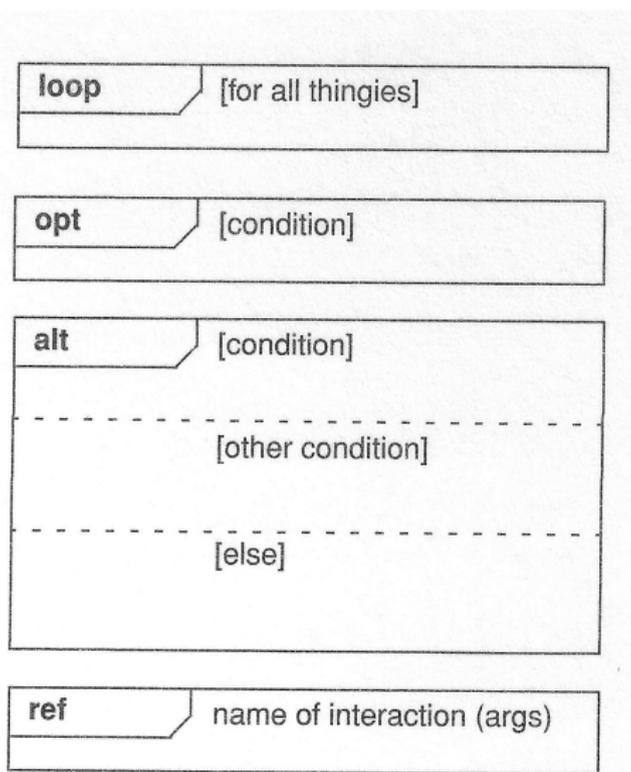
Communication Diagrams

Formerly called *collaboration diagrams*

Communication Diagram *p. 131*