

Ausarbeitung Iteration I

Use Case Model: System Sequence Diagrams

siehe [Lar02], Kap. 9

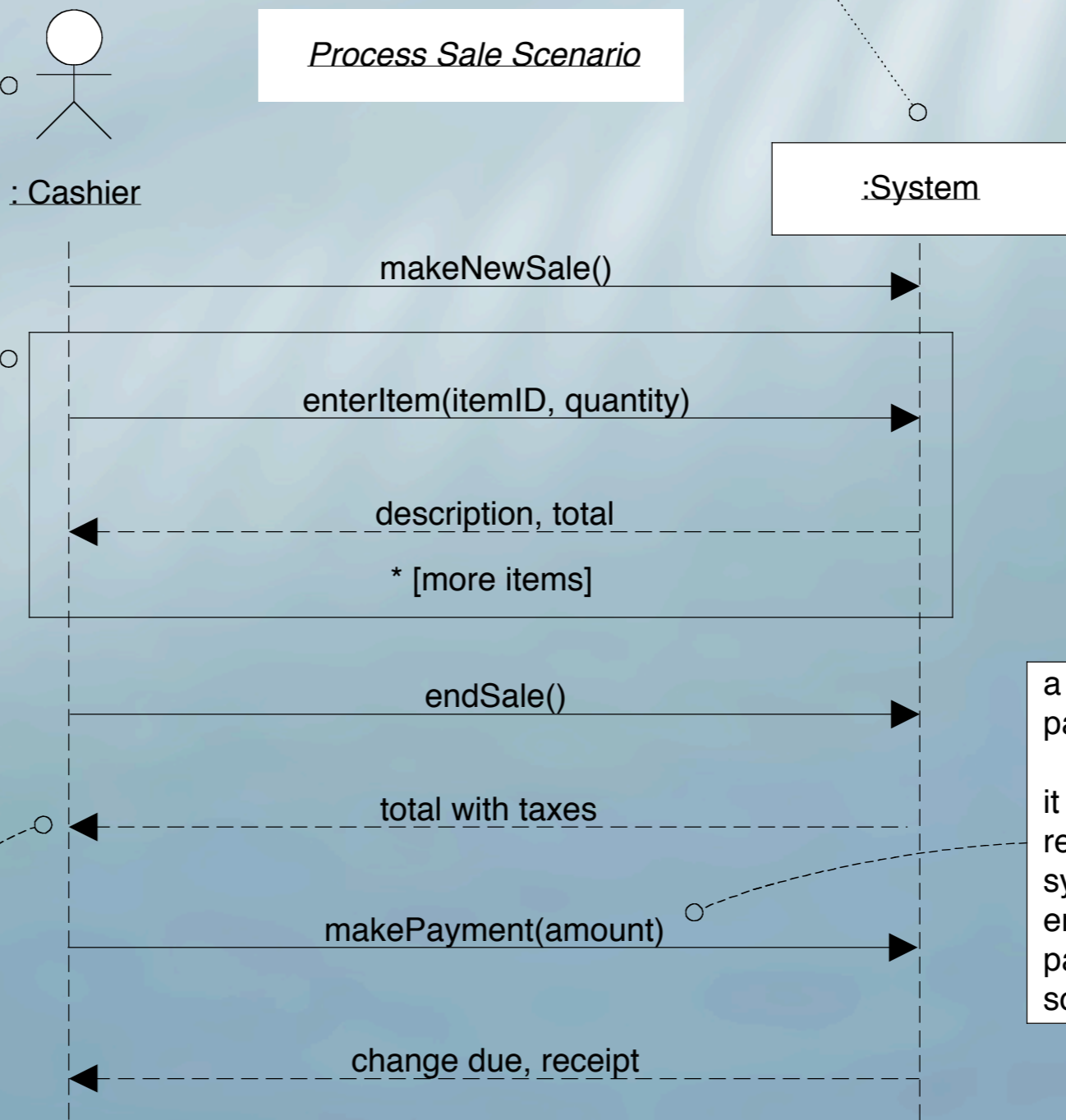
system as black box

the name could be "NextGenPOS" but "System" keeps it simple

the ":" and underline imply an instance, and are explained in a later chapter on sequence diagram notation in the UML

external actor to system

Process Sale Scenario



box may enclose an iteration area

the * [...] is an iteration marker and clause indicating the box is for iteration

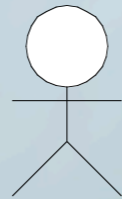
return value(s) associated with the previous message

an abstraction that ignores presentation and medium

the return line is optional if nothing is returned

a message with parameters

it is an abstraction representing the system event of entering the payment data by some mechanism



Cashier

:System

For all items, the Cashier records the itemID and quantity .

enterItem(itemID, quantity)

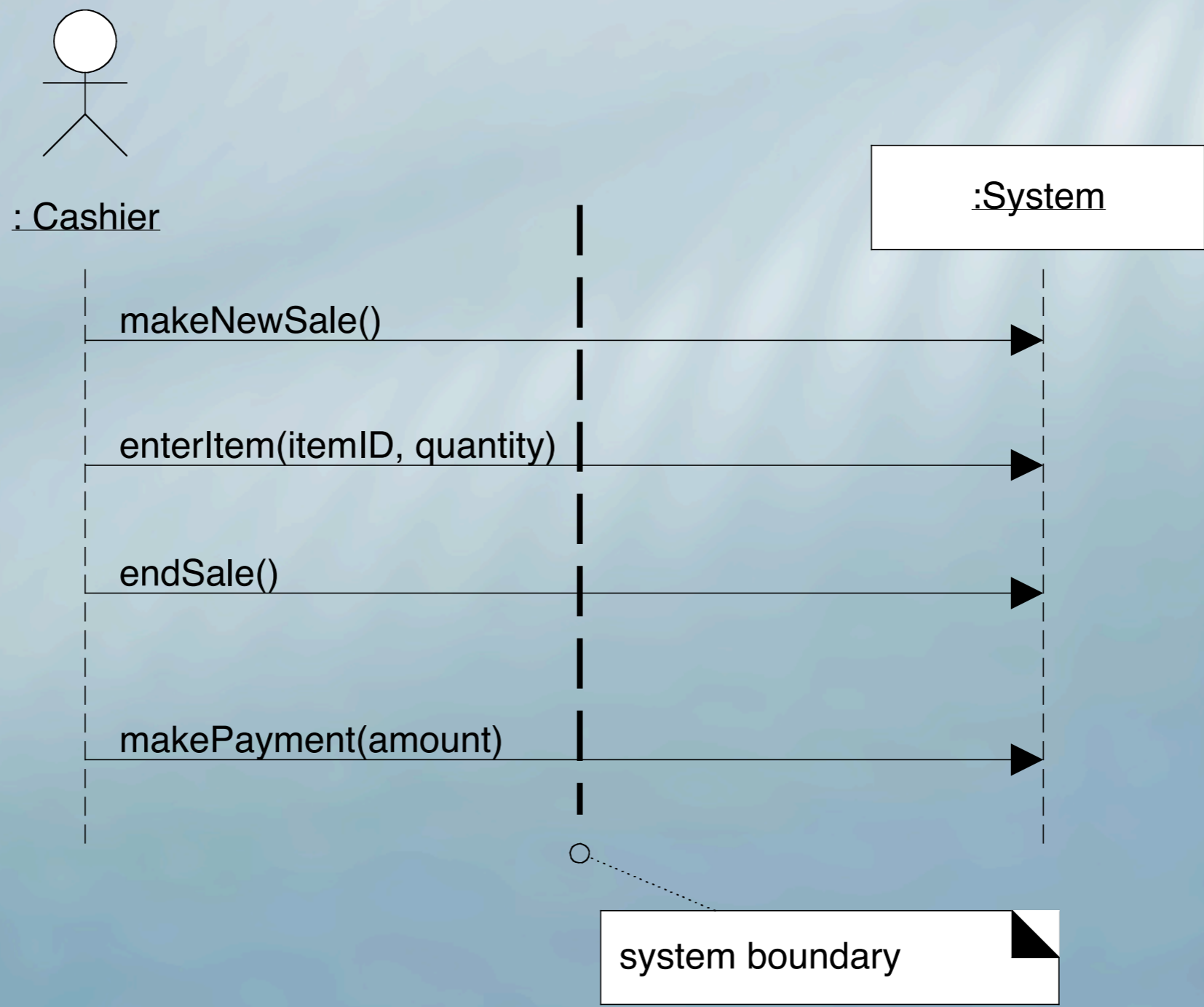
On completion of item entry, the Cashier indicates to the POS that the sale is complete.

endSale()

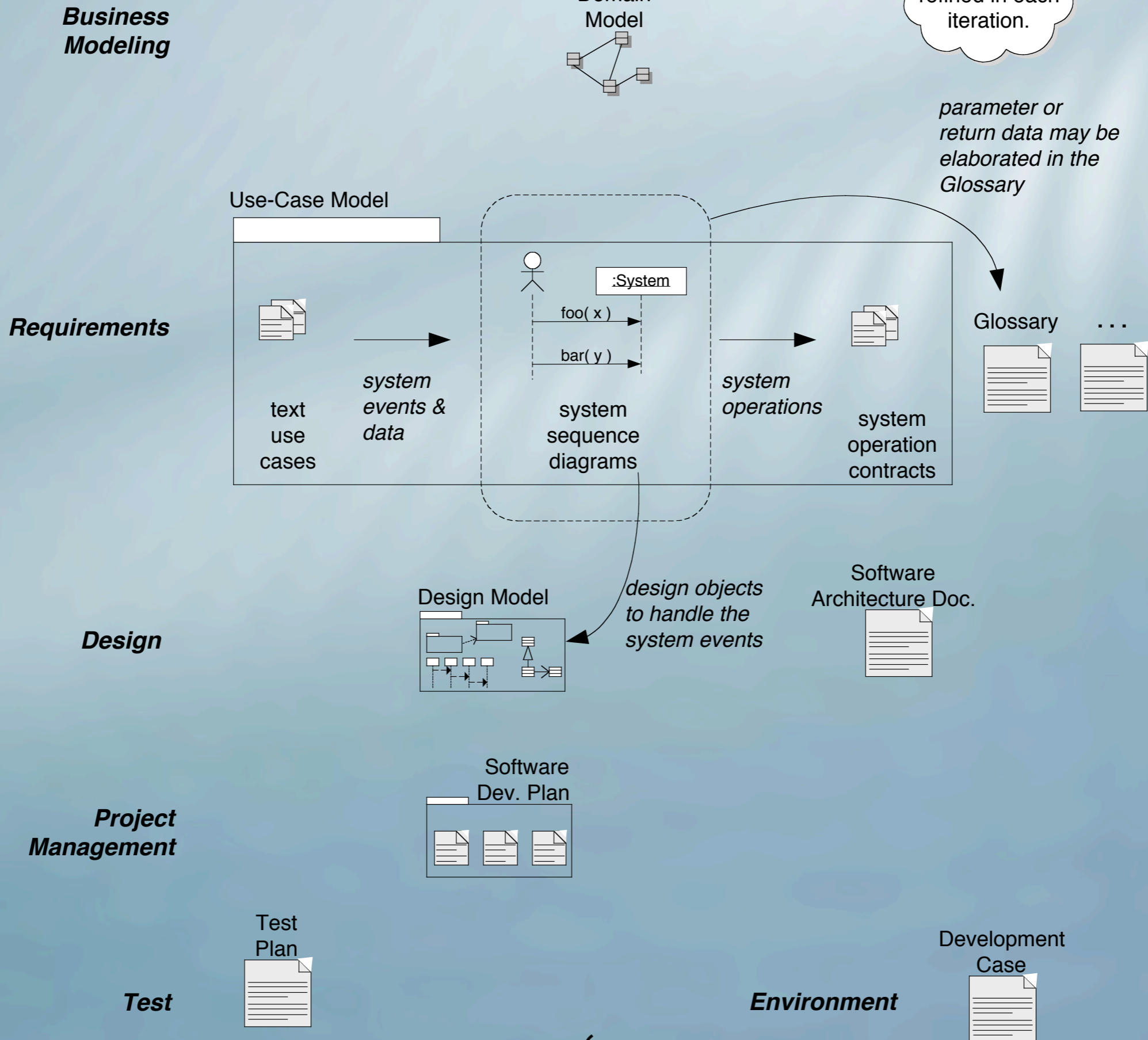
The Cashier tells the Customer the total, and the Customer gives a payment to the Cashier.

makePayment(amount)

The Cashier records the cash received amount.



Sample UP Artifacts



Literatur

- [Lar02] Craig Larman. *Applying UML and patterns; an introduction to object-oriented analysis and design and the Unified Process*. Prentice Hall, New York, 2nd edition, 2002. ISBN 0-13-092569-1.
- [Mey88] Bertrand Meyer. *Objektorientierte Softwareentwicklung*. Carl Hanser Verlag, München; Wien, 1988. ISBN 3-446-15773-5.