

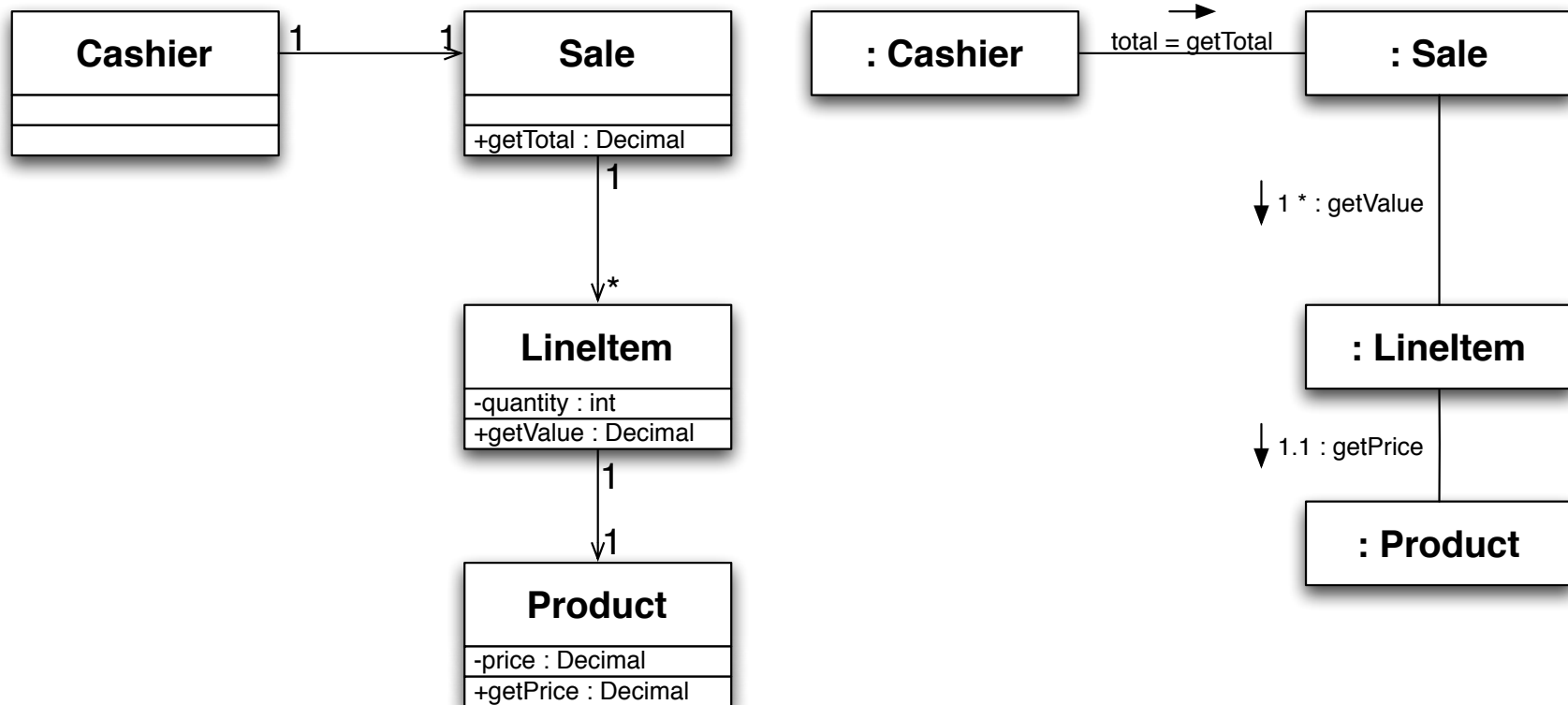
Analyse et Conception par Objets

TP3 : Diagrammes d'interaction

Diagrammes d'interaction

- Description dynamique
- Décrit une interaction particulière du système
- Insiste sur les échanges de messages entre objets

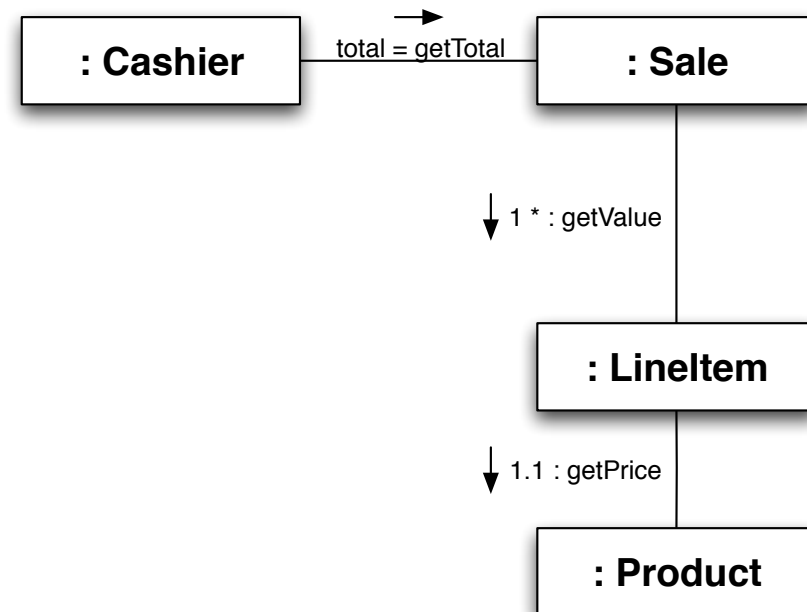
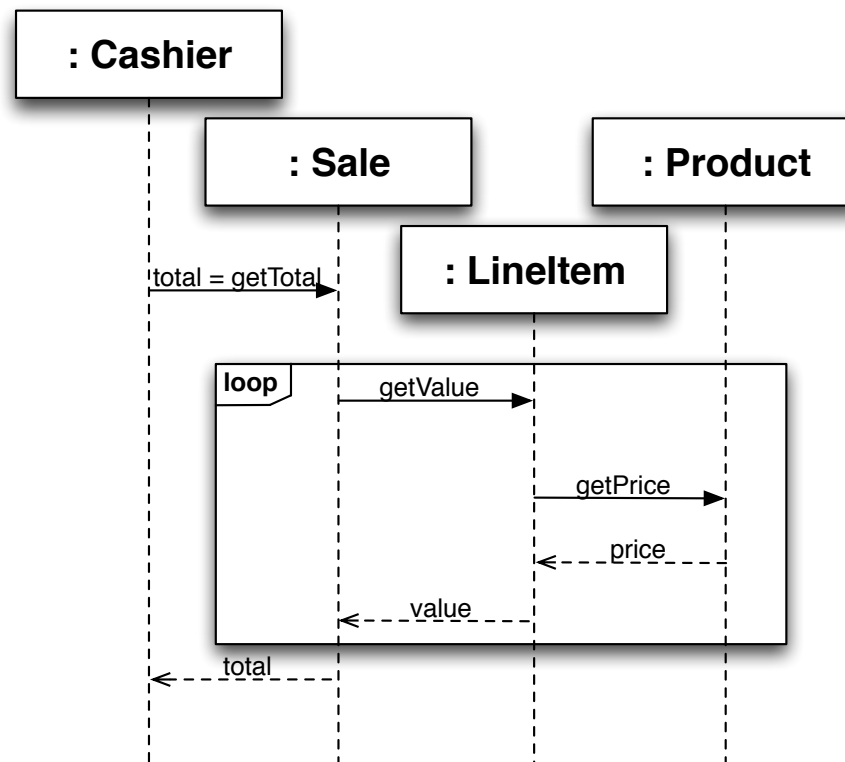
Class vs Communication



Deux types

- Diagramme de communication
(collaboration en UML 1.x)
 - Insiste sur les relations entre objets
- Diagramme de séquence
 - Insiste sur l'ordonnancement temporel
- Sémantiquement équivalents
 - Conversion automatique possible entre les deux types

Sequence vs Communication



Notation

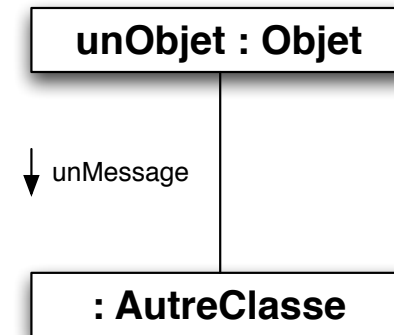
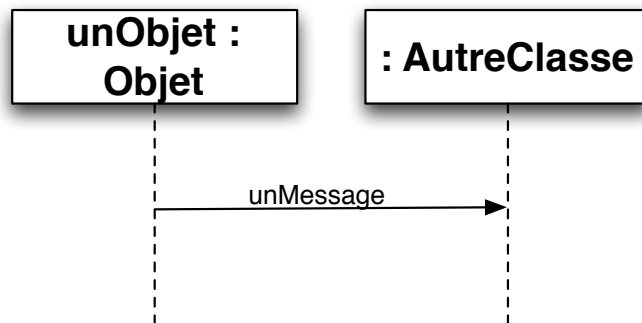
Objets

unObjet : Classe

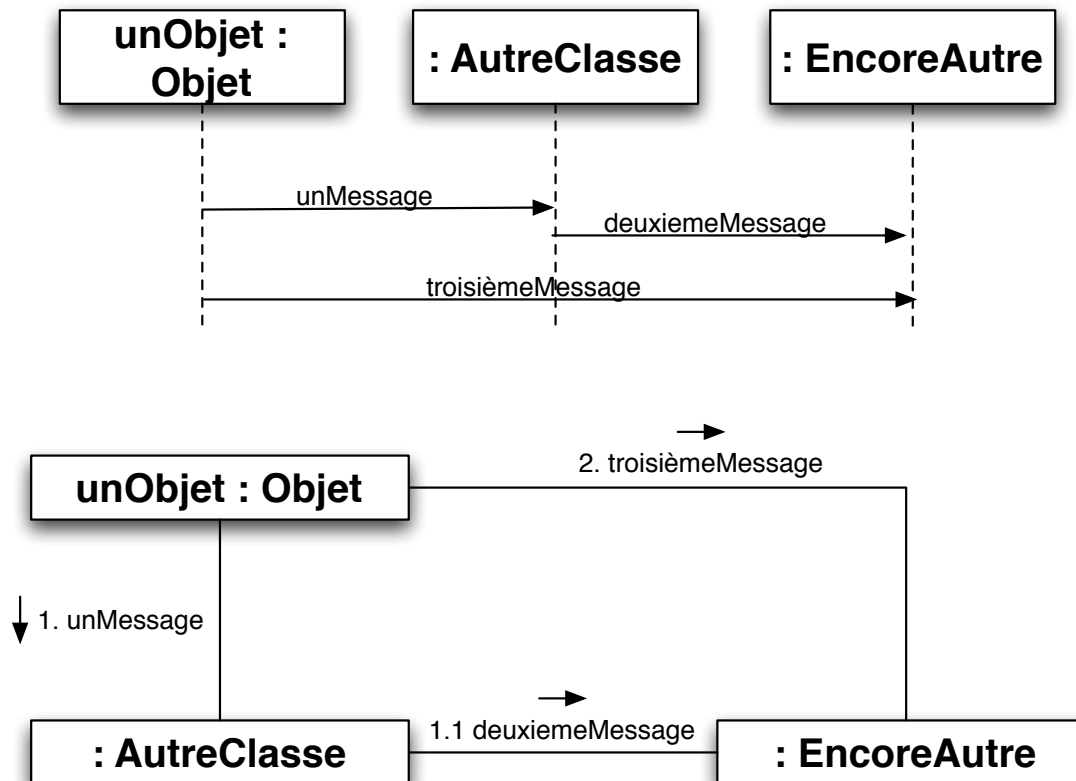
unObjet : Interface

: Classe

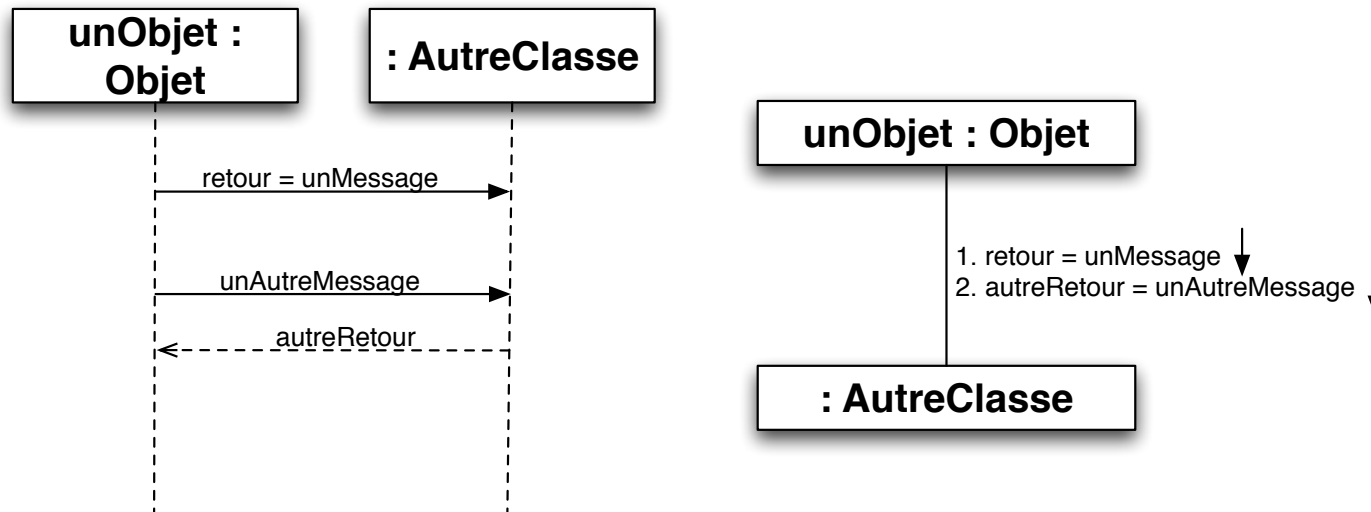
Messages



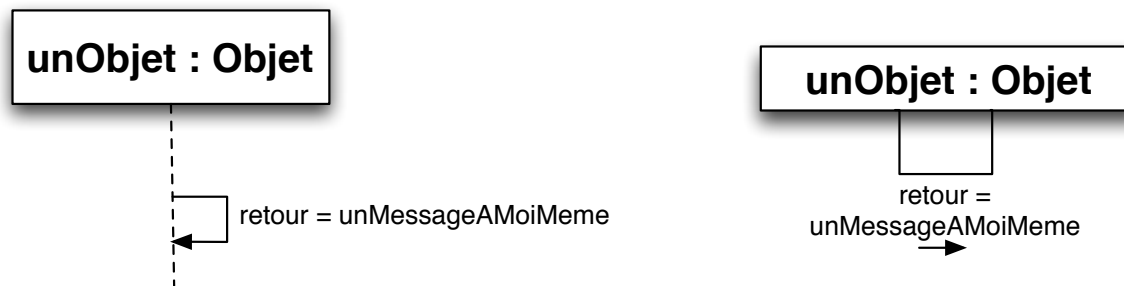
Enchaînement



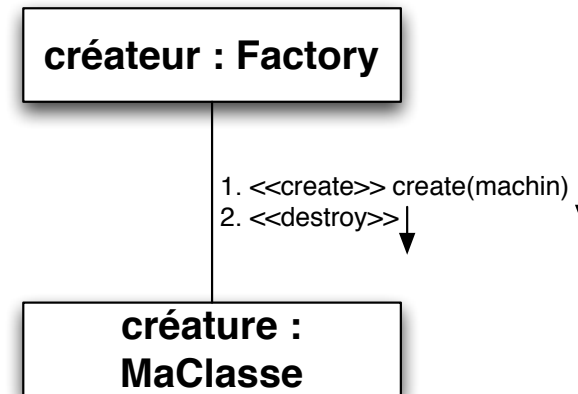
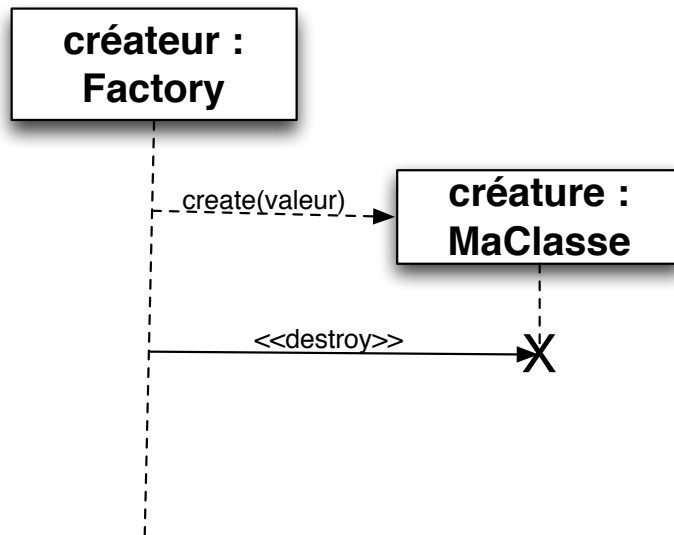
Valeurs de retour



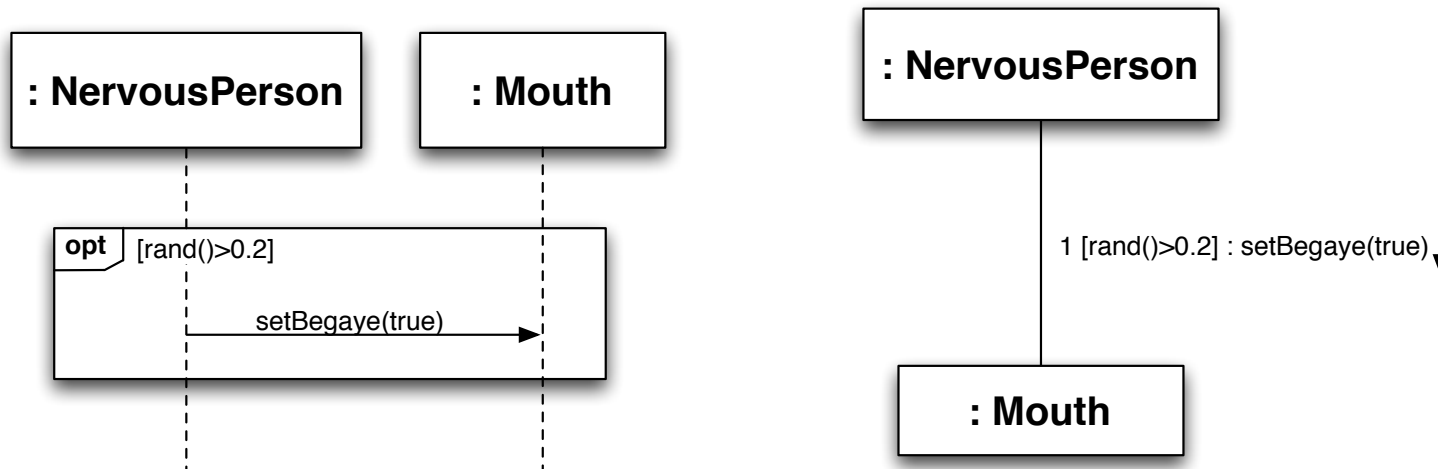
Self-message



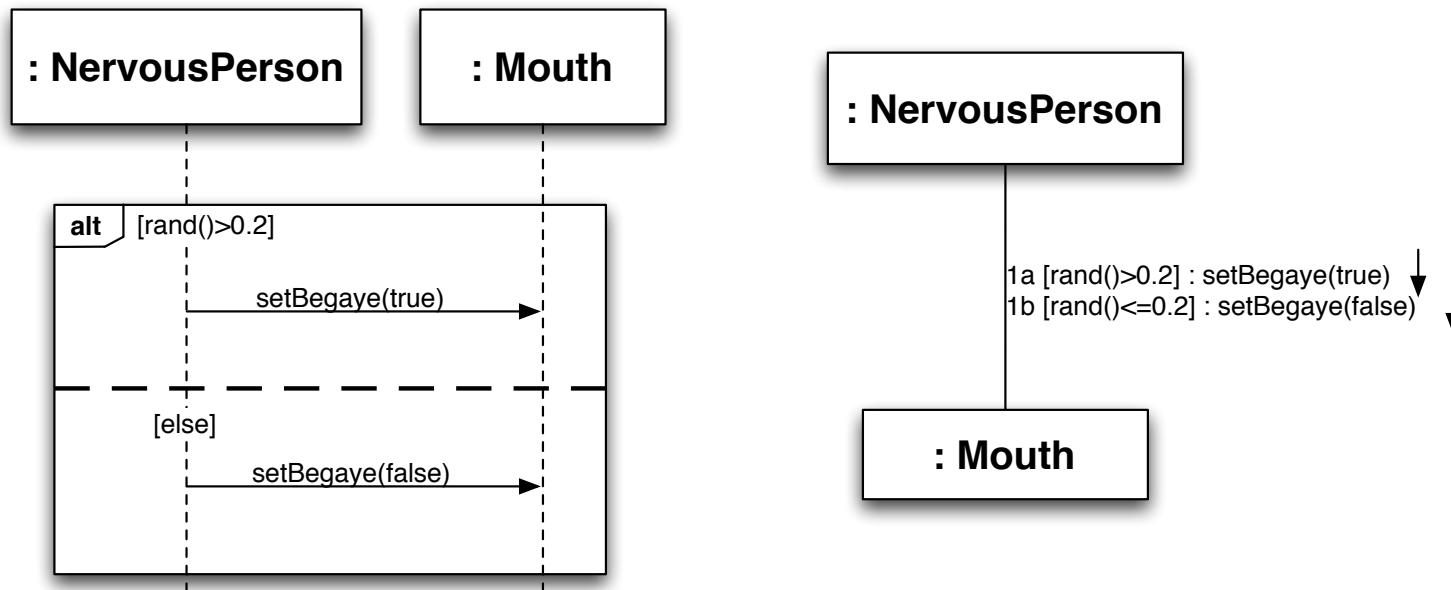
Création d'objet



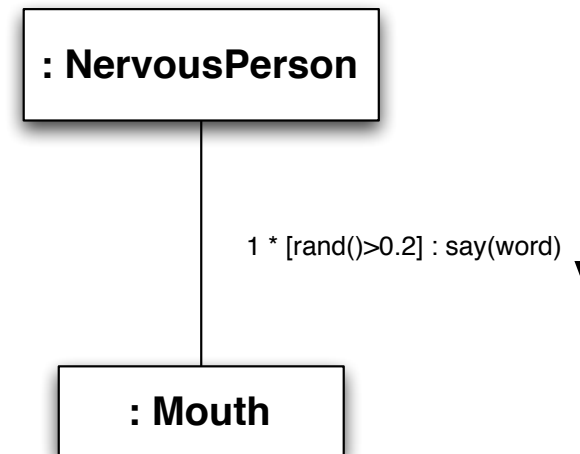
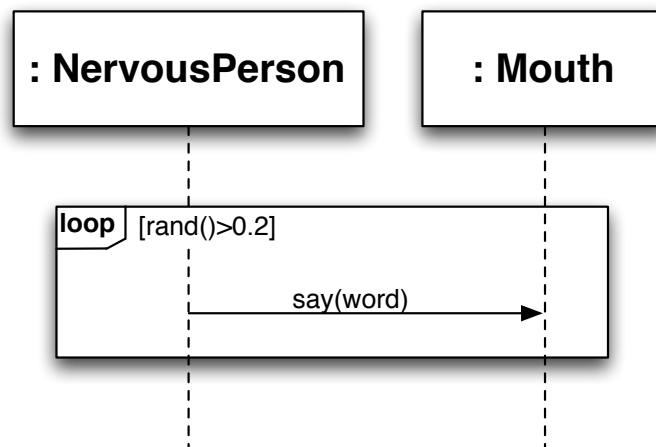
Messages conditionnels



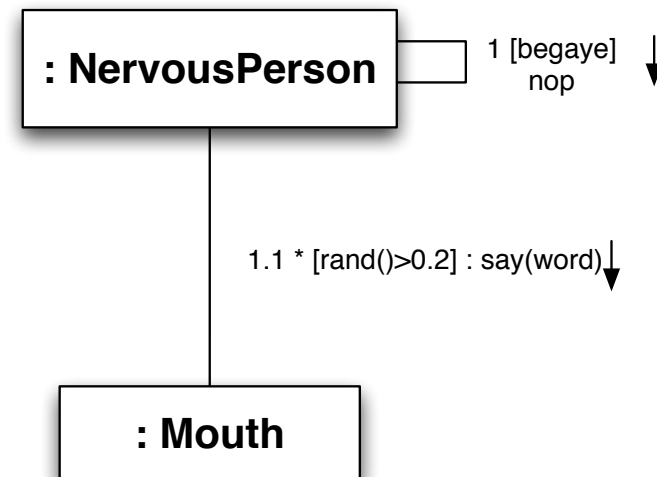
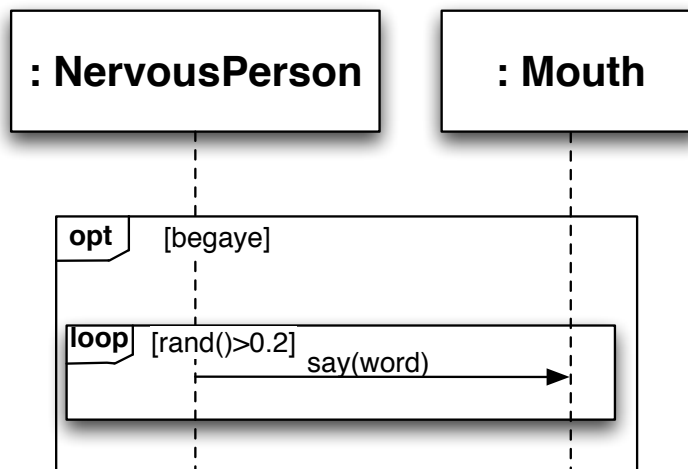
Messages mutuellement exclusifs



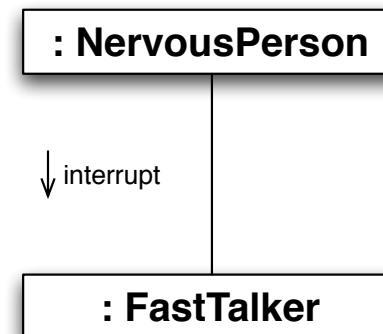
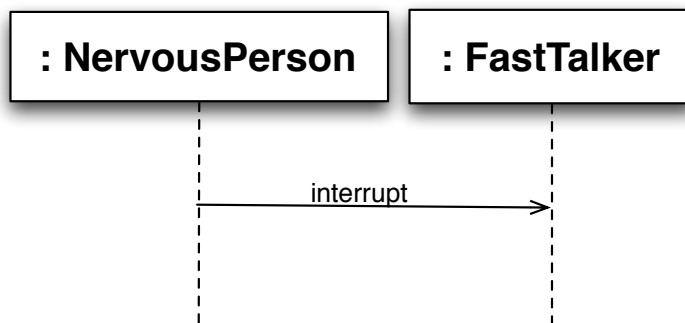
Boucles



Cadres imbriqués



Messages asynchrones



Messages perdus / trouvés

