# On to Iteration 3, and Activity Diagrams

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2/3-term Course Evaluation

On to Iteration 3

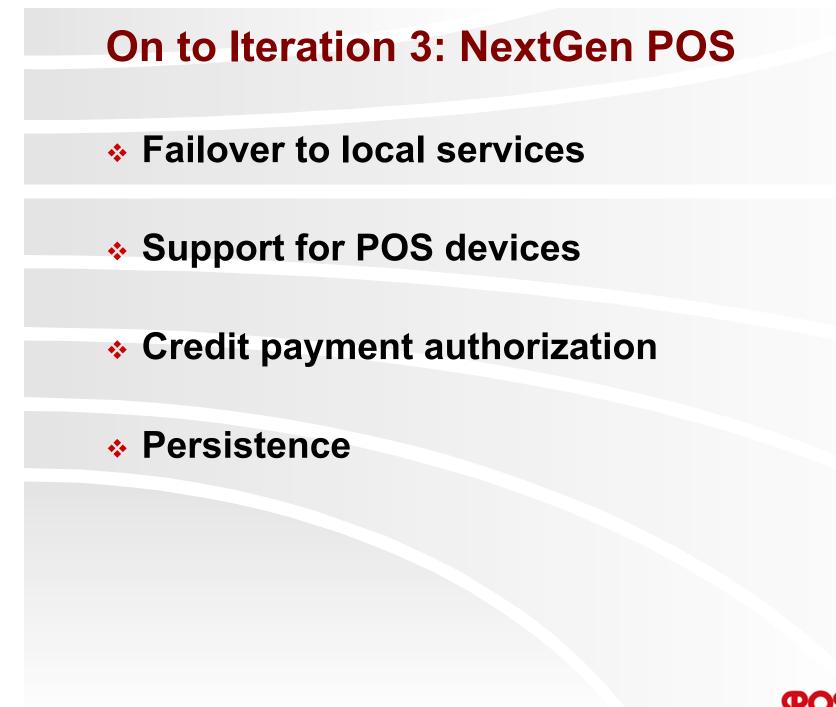
Activity Diagrams



#### **Help Us Make the Course Better**

# Please take 10 minutes and complete the 2/3-term Course Evaluation on ANGEL







### **Iteration 3: Monopoly**

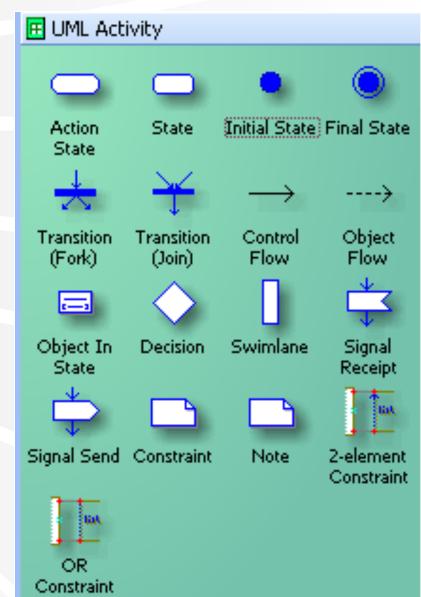
Lots, Railroads, and Utilities

- Purchasing property
- Collecting rent

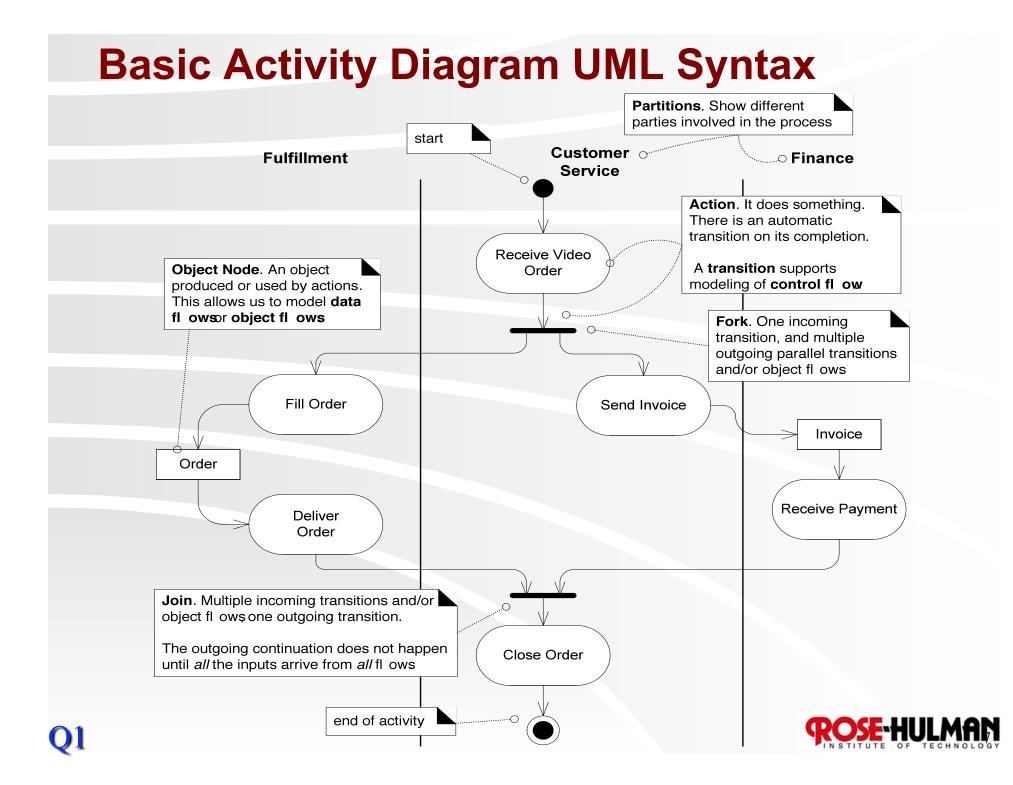


# **UML Activity Diagrams**

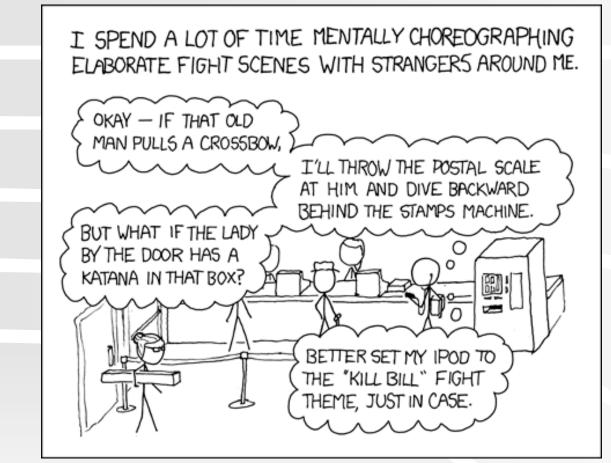
- Essentially Modern Version of Flowcharts and/or Data Flow Diagrams
  - Easy to understand
- Used to model:
  - Business processes
  - Workflows
  - Data Flows
  - Complex algorithms/UCs







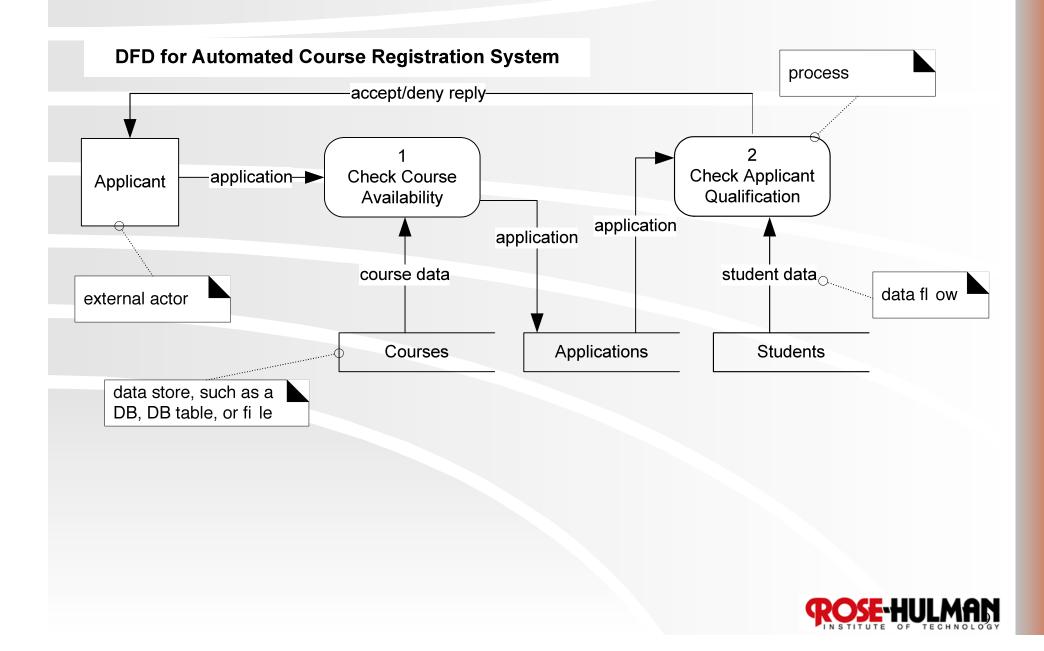
### **Post Office Showdown**



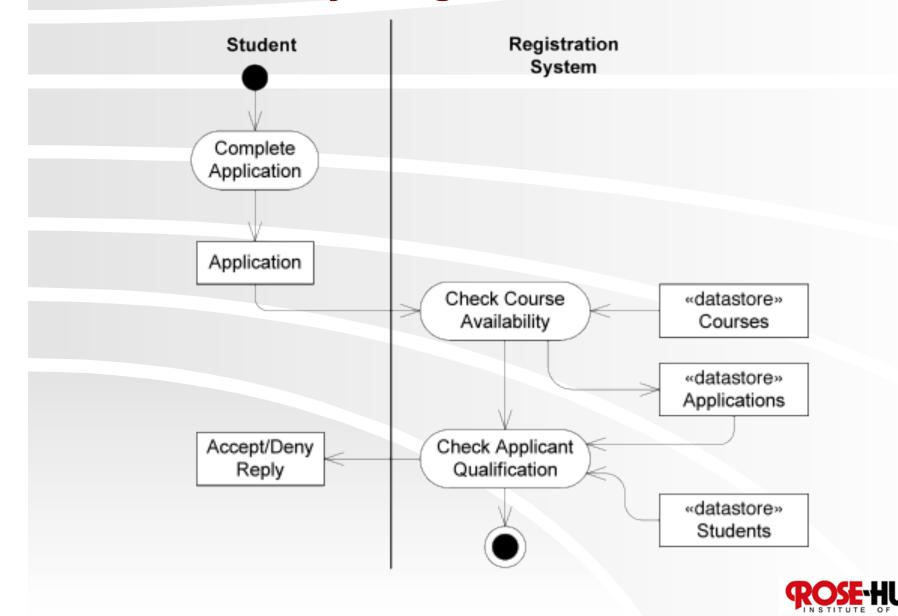
That track ('Battle Without Honor or Humanity')—like 'Ride of the Valkyries' —improves *any* **activity**.



### **Classic Data Flow Diagram**



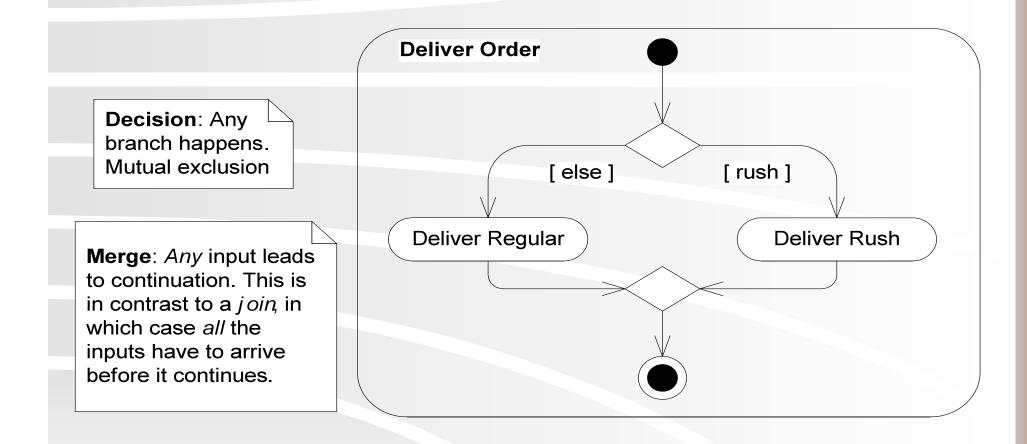
### Example of Data Flow Modeling via and Activity Diagram



# **Hierarchy Representation: Rake Symbol** Fill Order the "rake" symbol (which represents a hierarchy) indicates this activity is expanded in a sub-activity Deliver diagram Order

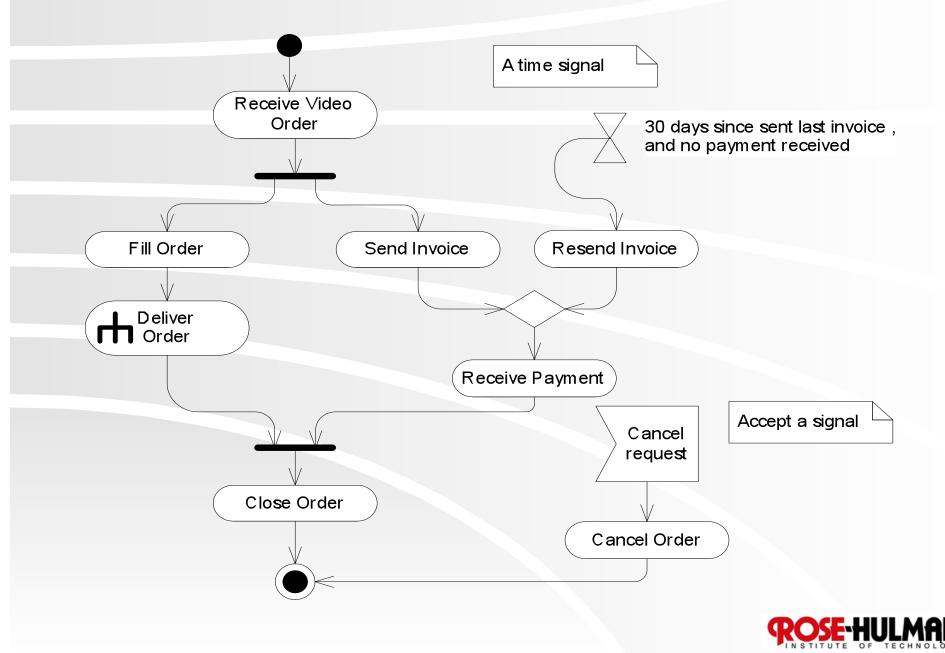


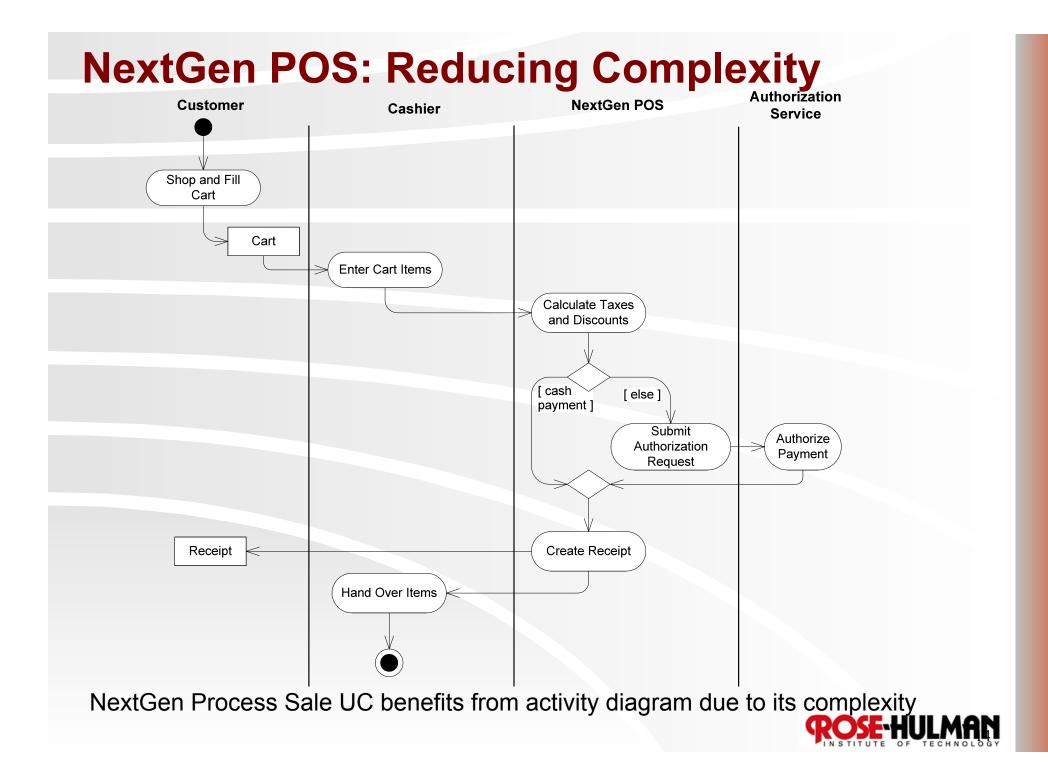
# **Expanded Delivery Order Activity Diagram**





# **Signal Notation**



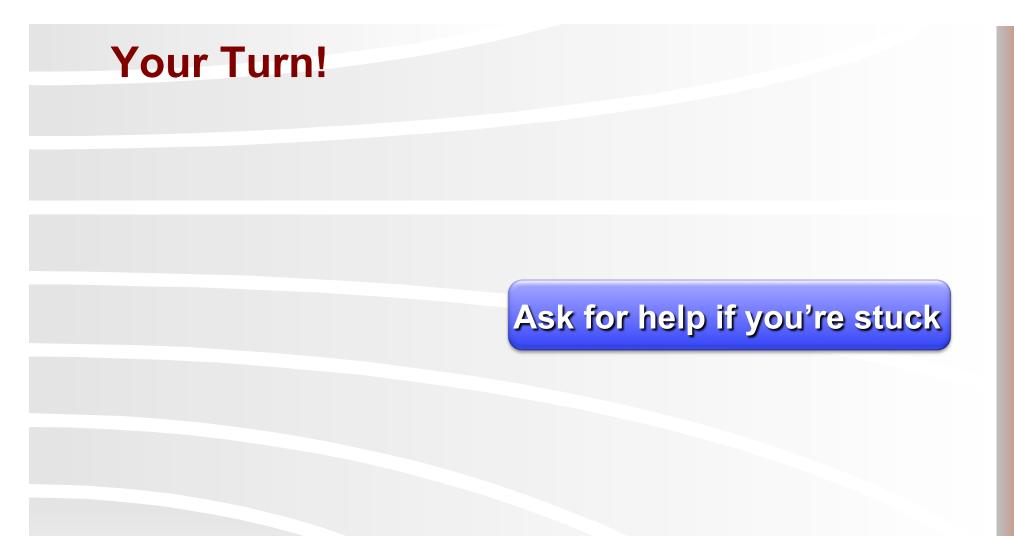


## **Activity Diagram Guidelines**

- Use when need to depict processes with complex flow
  - Conditional or iterative
- Use rake notation for sub-activity diagrams
  Keeps parent diagram simple

 Maintain a consistent level of abstraction within a diagram





Here's an example of a CAPTCHA, or Completely Automated Public Turing test to tell Computers and Humans Apart:

fellowing

finding





#### **Homework and Milestone Reminders**

#### Read Chapters 30 and 31 (through page 515)

Homework 7– Gang of Four (GoF) Patterns on Video Store Design

Due by 5:00pm Tuesday, February 2<sup>nd</sup>, 2010

 Milestone 4: Patterns and Detailed Design, with some Iteration 2 on the Side

#### • Due by 11:59pm Friday, January 29th, 2010

