

Practical 5

Behaviour Modelling
State Change Modelling

Some Advice (1)

- ◆ Write a scenario based on a sequence diagram
 - Use ALL the information in the diagram!
 - Pay particular attention to the meaning of the arrow labels
 - How is iteration modelled in a sequence diagram?
- ◆ Redraw a statechart by removing its nested states
 - Nested states are not necessary in a statechart, they just introduce additional structure to simplify the diagram
 - What does a transition into a composite state mean?
 - What is the effect of the existence of a start symbol within a composite state?
 - What does a transition out of a composite state mean?
 - Self transitions are just combining the entry and exit!

Some Advice (2)

- ◆ Find which state a statechart would be in after a series of actions
 - What do history states mean?
 - How do transitions into a history state of a composite state differ from a transition into the composite state itself?
 - See previous exercise with respect to composite states?
- ◆ Redraw a statechart in order to change its behaviour
 - Very important: all state transitions in a statechart should be deterministic
 - All transitions out of a particular state should be mutually exclusive!