Sequence Diagrams
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Digging deeper...

- Examine interesting methods.
- What information do they need?
- Where does that information come from?
- What objects do they need to interact with?
- What methods do they need to call?
Returning Values

```plaintext
:DensePolynomial

\text{subtract}(q) \quad \text{minus} \quad \text{minus}Q

\text{add}[\text{minus}Q] \quad \text{Returning a value}

\text{Calling a method on “this”}

\text{Passing a parameter}
```

Conditionals & Loops

- UML 2 allows documenting conditionals and loops
- BUT, diagrams quickly become complicated and less useful
- Recommendation: Use a sequence diagram to document a particular situation, not model all control flow at once
- Put a note in your diagram describing its assumptions
Limiting Sequence Diagrams

:(DensePolynomial) q:Polynomial

subtract(q) → minus

minusQ

add(minusQ)

isZero

:(DensePolynomial)

setTerm

Subtracting a non-zero polynomial with 2 terms.