Lab Assignment 5

CIS433 System Analysis Methods

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Creating Behavioral Models with Sequence Diagram and State Machine Diagram from Class Diagram and Use Cases

1. Identify Major objects in Classes from your Use Cases in Lab3 and Class Diagram of Lab4 in your project scope.
2. Per each major use case, create a Sequence Diagram. Identify all the message flows/conditions with arrow lines between each major object (or complex object) in the use case to other objects in your project
3. Complete Sequence Diagrams of your project with life lines of each object and execution occurrences
4. Identify all the major Complex classes (objects) in your project
5. Identify all the different states of each complex object by Identifying a triggering action, execution, conditions that cause a transition of the object to a different state.
6. Complete a Behavioral State Machine diagram for your each complex object.
8. Complete CRUDE matrix to identify all the interactions among your actors and classes in your project.
9. Verifying and Validate All Your Sequence Diagrams and State Machine Diagram with your Use Cases

Add detailed descriptions needed and/or all the necessary assumptions in the report.

Submit your Lab5 with a proper cover sheet showing title of your project and your group number with all the group members.

Make sure to submit BOTH a printout in Class and a file on Blackboard per group.