Sequence Diagram Editor

Summary

This tool provides a convenient way to draw Sequence Diagrams.

Description

ToolBar

1. Select: Enables selecting and translating entities in the editing window.

2. Marquee: Enables selecting multiple entities in editing window.

3. Note: Enables annotation to an entity.

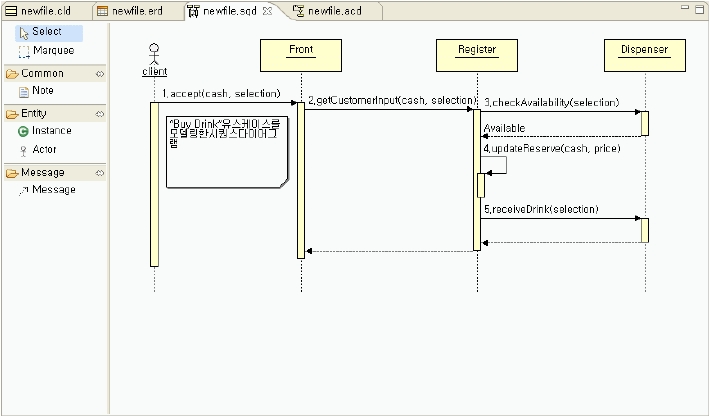
4. Instance: Denotes an Instance of an Entity

5. Actor: Denotes an Actor.

6. Message: Describes process flow.

Editor

　　　　　Drawing space for sequence diagram using entities in the toolbar.





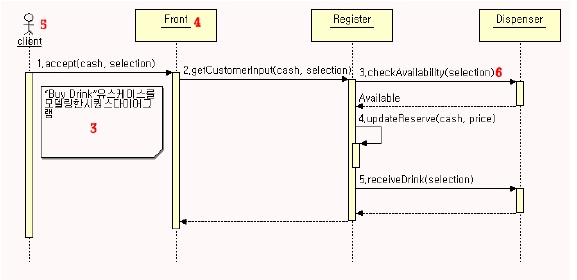
Outline

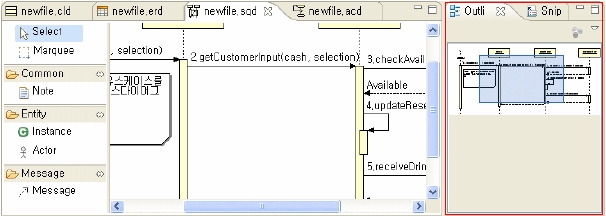
　　　　　This is a viewer to see the overview of the diagram created in editing window. If you move the blue box, the area will be displayed.

.

Manual

1. Select Context Menu > New > Other > AmaterasUML > Sequence Diagram in Package Explorer, and enter a file name.

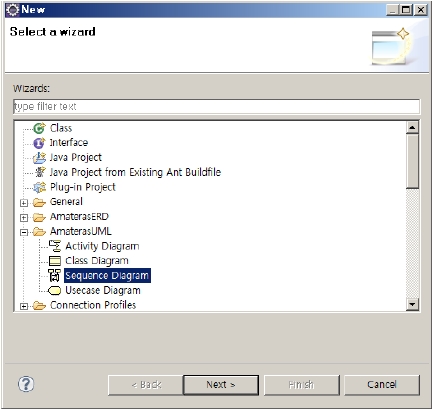


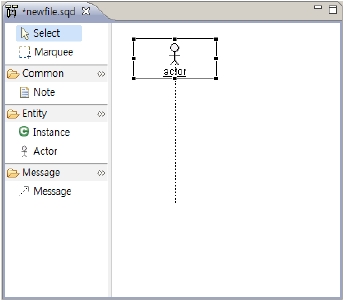


2. Select Actor in the toolbar to create one in editing window.

3. Double click Actor to change the name. [client]

4. Select the Instance icon to create one in editing window.





5. Double click the Instance to change name [Front]

6. Select Message from the toolbar, select life line of client and “Front”.

7. Create an invocation relationship between client and Front. [accept (cash, selection)]

8. Save the file.

Sample

