Sequence Diagrams
The sequence diagram is a basic tool for modeling dynamic interactions between software entities.

- Sequence diagrams can be used at various levels of abstraction.
  - *Business workflow*
  - *User story feature flow*
  - *Object-level interactions*  
    We will look at this level.

- At any abstraction level, the diagram captures the high-level information not every detail

- The notation is simple to grasp
  - *Time progresses top to bottom*
  - *Operations generally flow left to right*
  - *Show method calls with parameters*
  - *Show return values when important*
  - *Can show creation and deletion of objects*
These are the basic notations for sequence diagrams that you can use.

Object name indicates everything

Exact object not known or does not add information

Fully qualified

Object creation

What design principle does this show?

Execute sequence a number of times.

Method call with no return value

Method call with return value passing through to originator of sequence

Life of object ends
This is a sequence diagram for getting a game page in the Guessing Game sample webapp.

1. `GetGameRoute` attribute(PLAYERSERVICE_KEY)
2. Return `playerServices`
3. `currentGame()`
4. Return `game`
5. Get data to set view map
6. Return rendered HTML