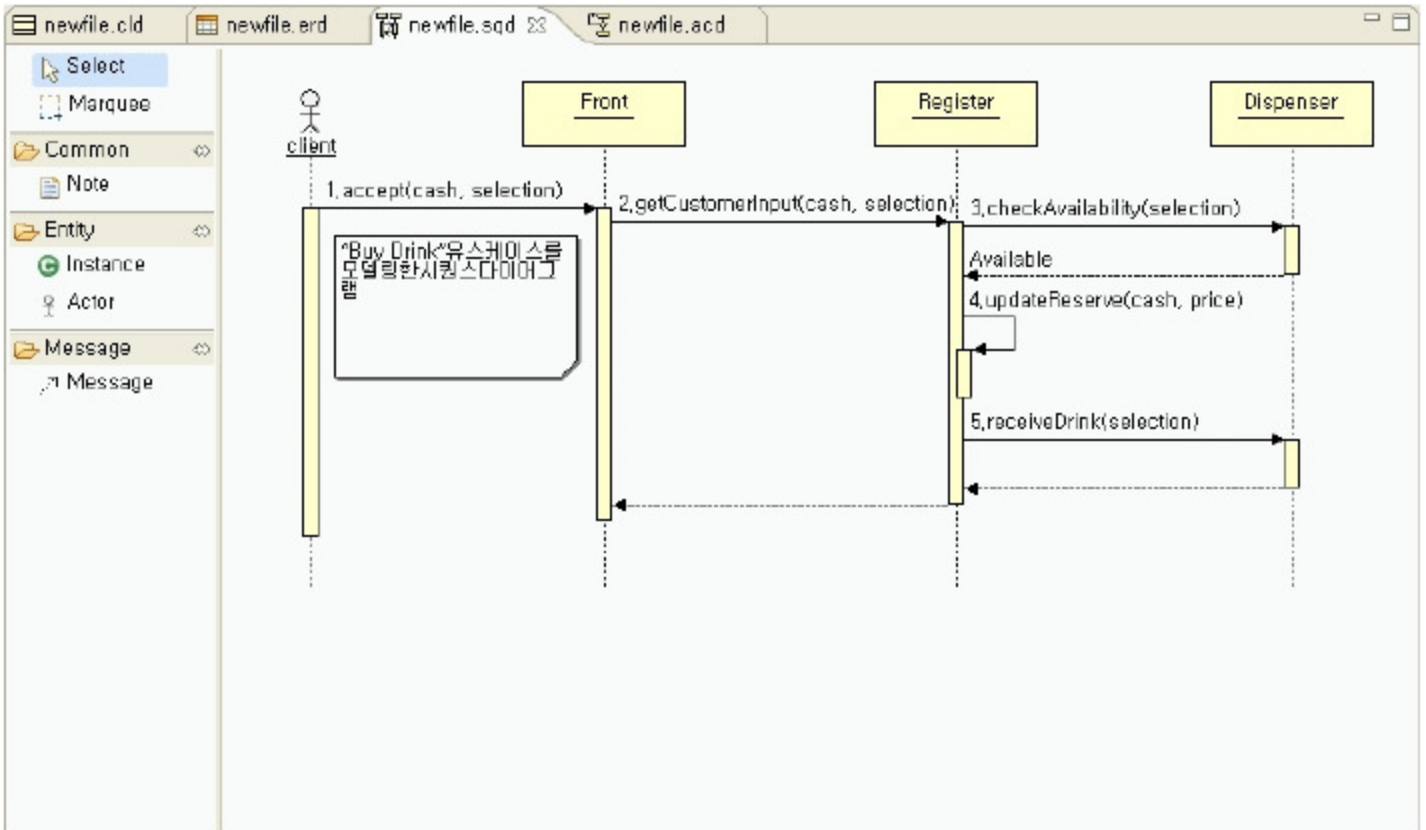


# Sequence Diagram Editor

## Summary

This tool provides a convenient way to draw Sequence Diagrams.



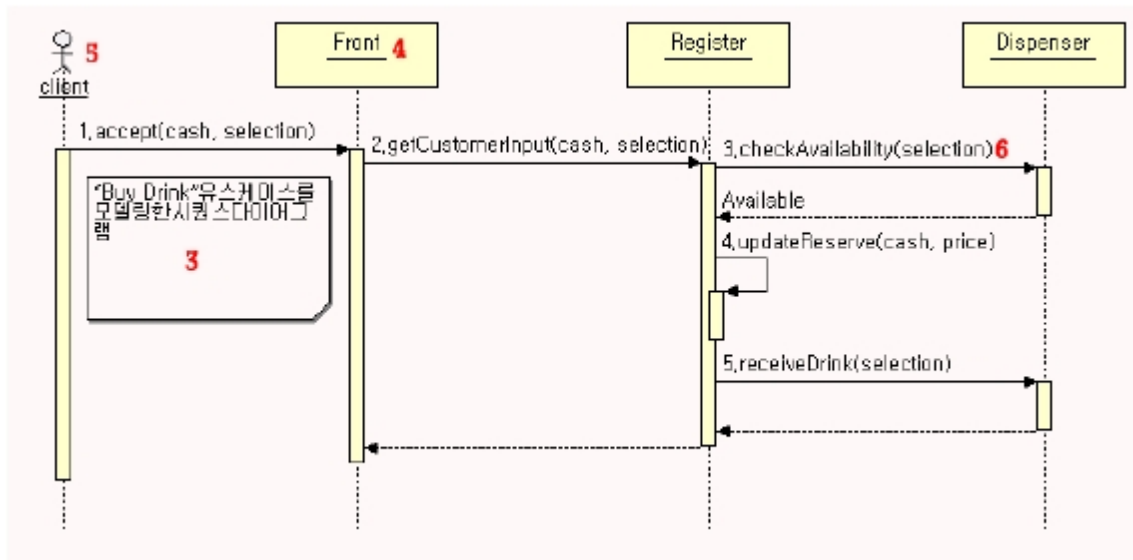
## Description

- 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.



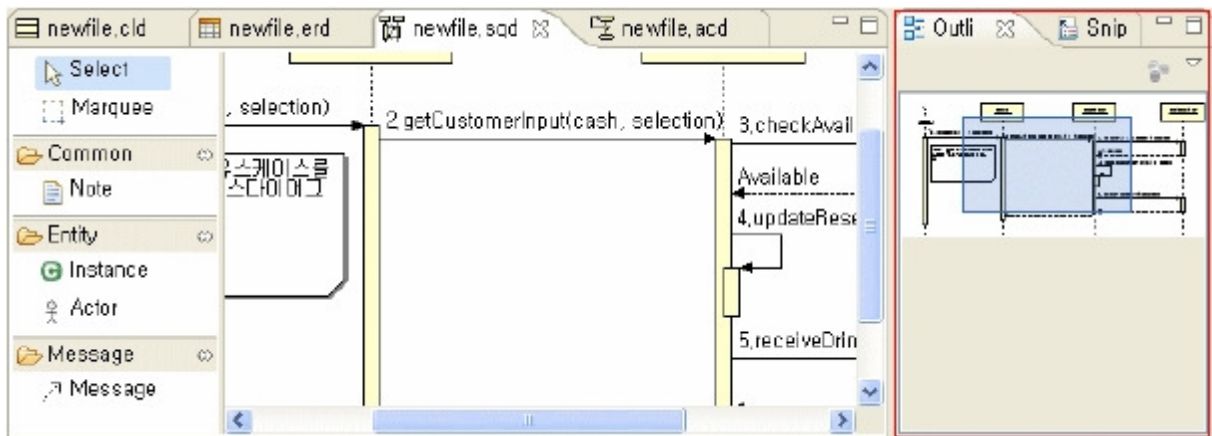
- Editor

Drawing space for sequence diagram using entities in the toolbar.



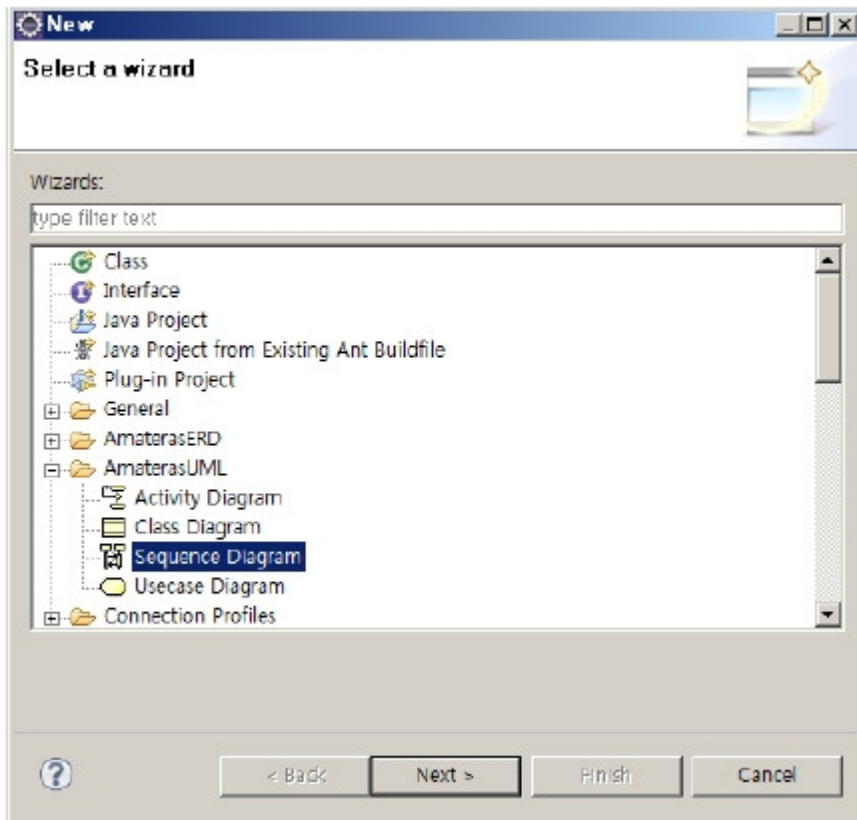
■ Outline

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.

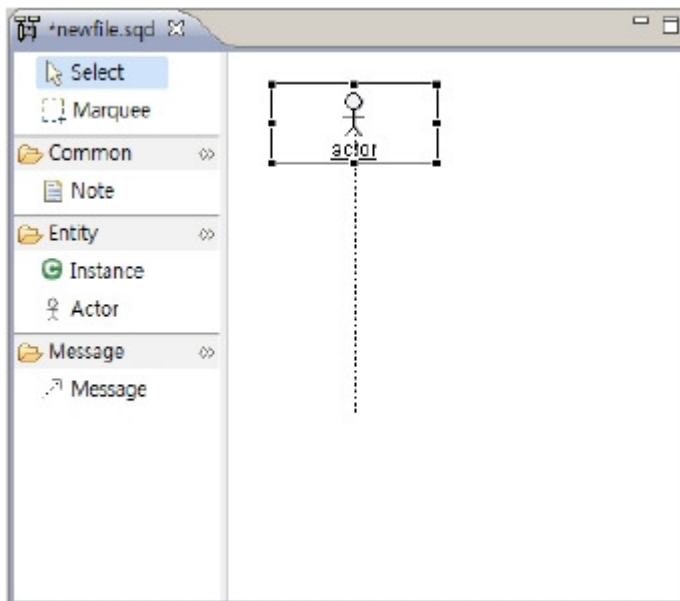


## Manual

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

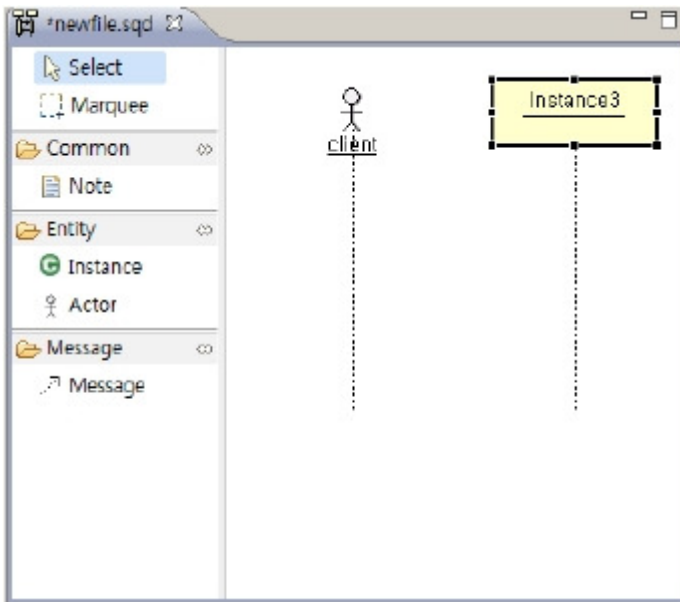


2. Select Actor in the toolbar to create one in editing window.



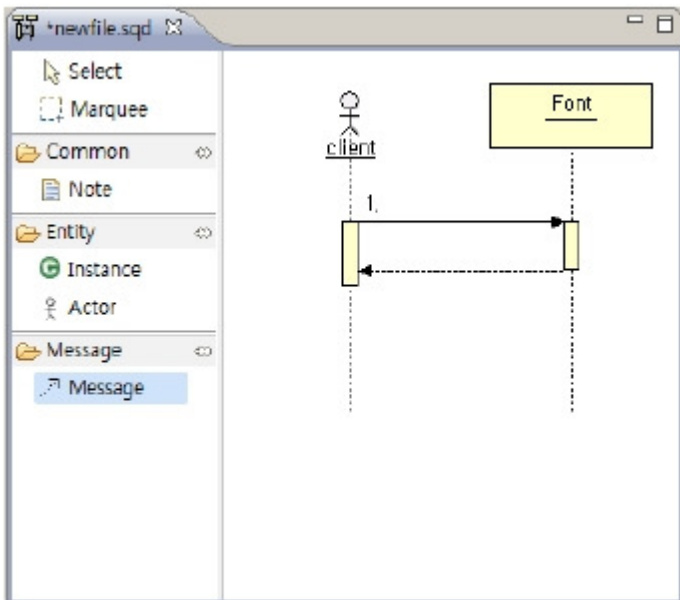
3. Double click Actor to change the name. [client]

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

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