

Design Process: “The Unified Process” (1)

The **creation of interaction diagrams** within *object-oriented analysis* has the goal to identify every (external, i.e., relevant for the customer) interactions between the system and its environment and to describe their *dynamic semantics*.

Class diagrams and *interaction diagrams* are used for communication between customer and developer and for the documentation of the results.

The *process* consists of two **phases**:

- 1) Identification of **external events** (collected in the **event catalogue**)
- 2) Assignment of **responsibilities** for these events to **external visible** classes (methods)

Perspective: In the object-oriented design a refinement of the events and responsibilities takes part.