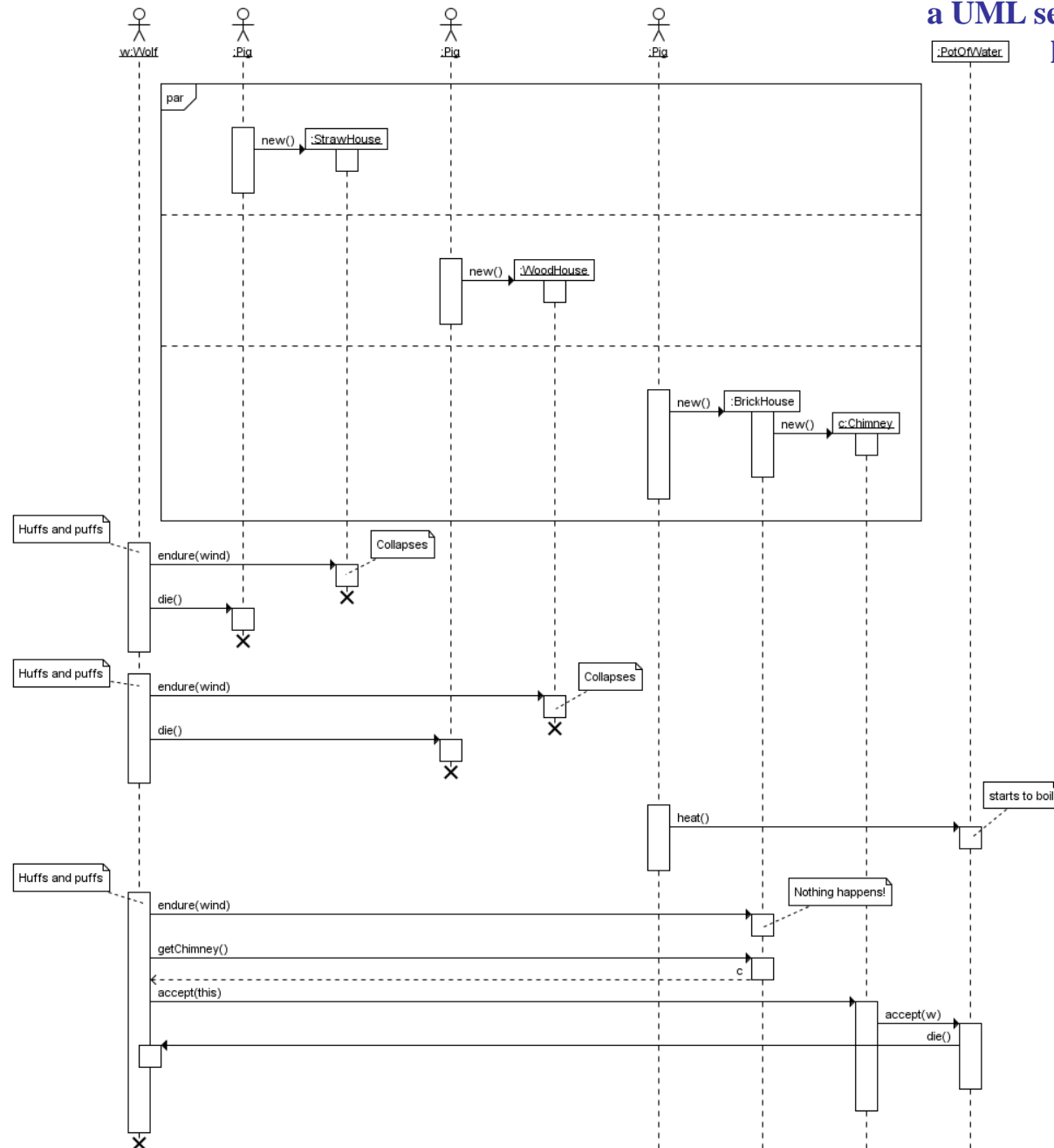


An attempt to tell the story of the three little pigs using a UML sequence diagram. Based on example at <http://www.tracemodeler.com>



par box: construction of houses happens concurrently.

Wolf and Pig: actors used since these *active objects* can start sending messages without prior stimulus.

comment boxes: Instead of self-messages (which imply that the objects actually implement the messages), can use comment boxes.

destruction crosses: Pigs, wolves and houses that get eaten, boiled or destroyed have a destruction cross on their lifeline to indicate that they're no longer needed.

names: the Wolf and Chimney objects were named (w and c) because they are used as message parameters during the interaction. All other objects remain anonymous.