Timing diagram

2026-11-19 · `examples/types/uml-timing.json`

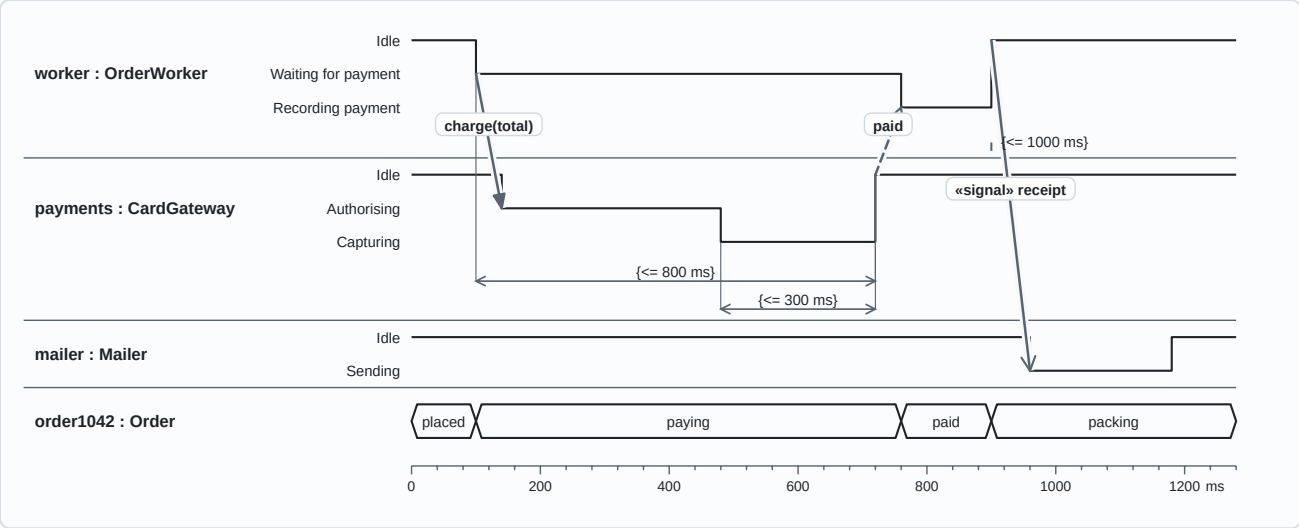
1 view · 4 cards · 3 lines

Contents

Paying for one bookshop order 2

Paying for one bookshop order

4 cards · 3 lines



Legend **Call** the sender waits for it · **Async** the sender goes on · **Reply** the answer to a call · **Duration constraint** how long may pass between two changes · **Time constraint** when a change may happen · **States** the lifeline steps between its states · **Values** the lifeline's value between changes

Elements 4

Card	Kind	Members
worker : OrderWorker	Lifeline	0 ms: Idle 100 ms: Waiting for payment 760 ms: Recording payment 900 ms: Idle charge(total) to payments at 100 ms → 140 ms «signal» receipt to mailer at 900 ms → 960 ms Duration constraint {<= 800 ms} on worker and payments from 100 ms to 720 ms Time constraint {<= 1000 ms} on worker at 900 ms
payments : CardGateway	Lifeline	0 ms: Idle 140 ms: Authorising 480 ms: Capturing 720 ms: Idle paid to worker at 720 ms → 760 ms Duration constraint {<= 300 ms} on payments from 480 ms to 720 ms Duration constraint {<= 800 ms} on worker and payments from 100 ms to 720 ms

Elements 4 (continued)

Card	Kind	Members
mailer : Mailer	Lifeline	0 ms: Idle 960 ms: Sending 1180 ms: Idle
order1042 : Order	Lifeline	0 ms: placed 100 ms: paying 760 ms: paid 900 ms: packing

Lines 3

From → to	Label	Kind
worker : OrderWorker → payments : CardGateway	charge(total)	Message
payments : CardGateway → worker : OrderWorker	paid	Message
worker : OrderWorker → mailer : Mailer	receipt	Message