

Figure 3-11. A time event with an incoming edge represents a timeout



Figure 3-12. A time event with no incoming flows models a repeating time event

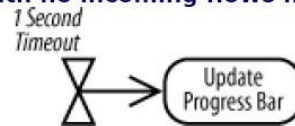


Figure 3-15. The Order object node emphasizes that it is important data in this activity and shows which actions interact with it

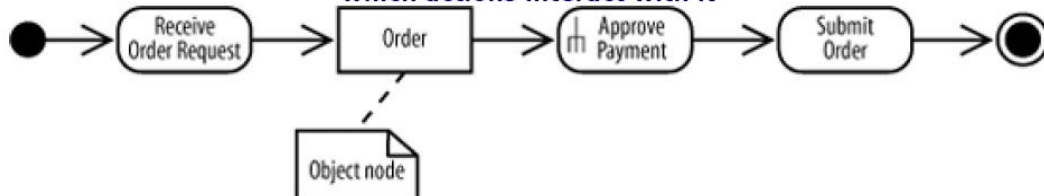


Figure 3-20. Send and receive signal nodes show interactions with external participants

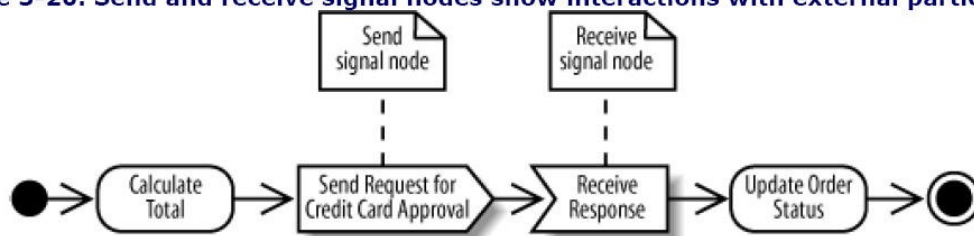
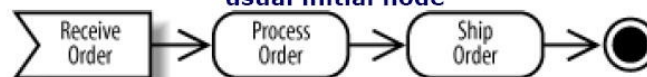


Figure 3-21. Starting an activity with a receive signal node: the receive signal node replaces the usual initial node



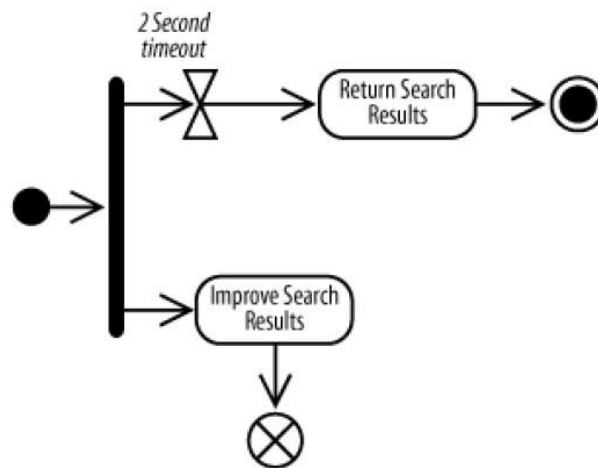


Figure 3-22. Interruption region showing a process that can be interrupted

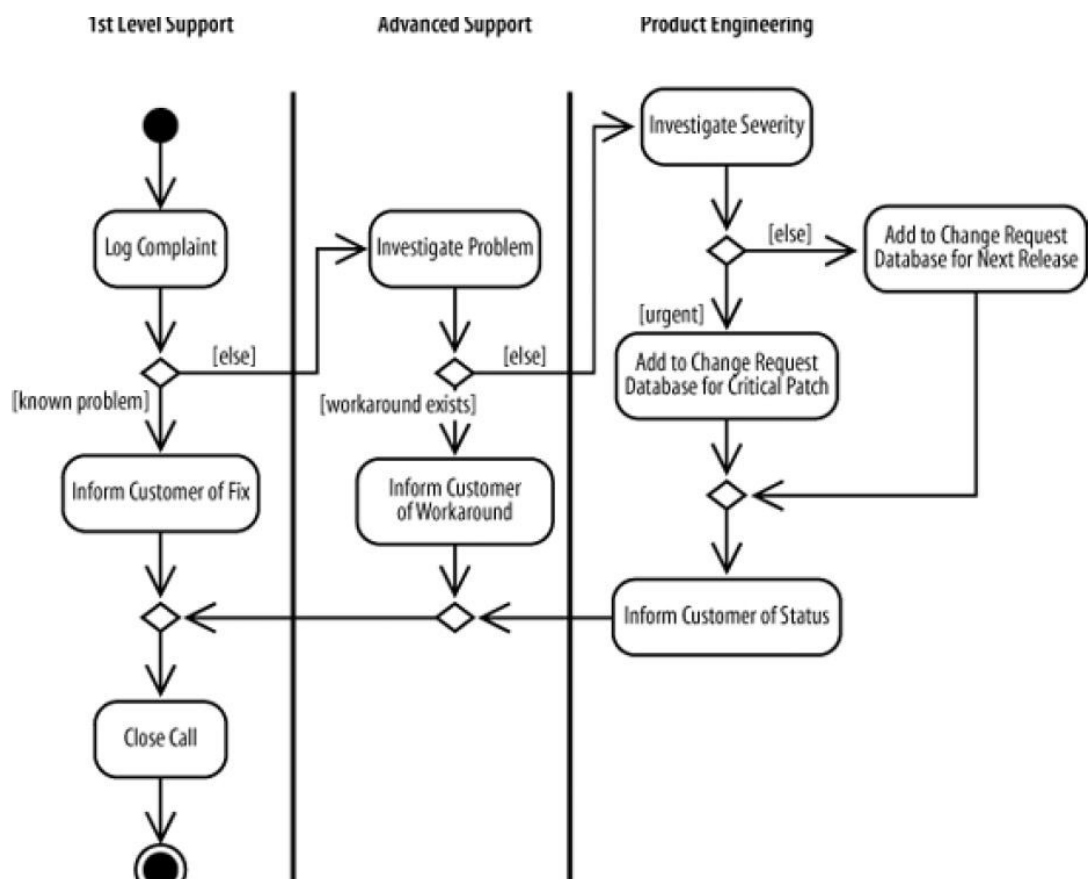
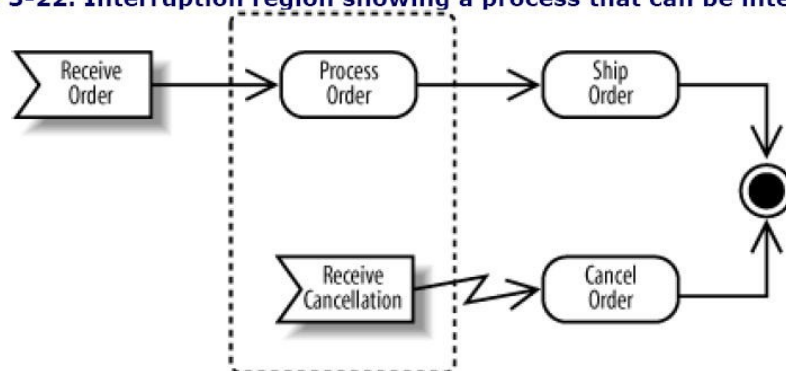


Figure 3-26. Connectors can improve the readability of a large activity diagram

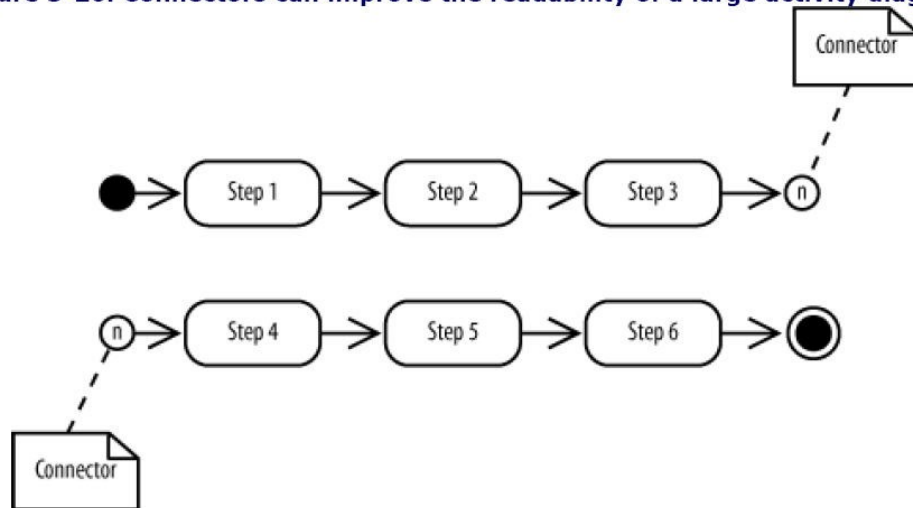


Figure 3-27. The actions in an expansion region are performed for each item in a collection

