

## Sequence and Communication Diagrams

### Background

This tutorial provides practice in constructing sequence and communication diagrams, given that you already have defined the main use cases and have constructed an initial class diagram for a problem.

### Exercise

Based on the use cases for the Museum example, from Tutorial 4, together with the class diagram (version 2, reproduced below) developed for Tutorial 4 Sample Solution, create:

- A **sequence diagram** and a **communication diagram** to show an implementation of *Create Tour*;
- A **sequence diagram** and a **communication diagram** to show an implementation of *Assign Guide to Tour*, assuming that at least one guide is available to take the specified tour.

