Fragment

A fragment is an abstract notion of the most general interaction unit. It is a piece of an interaction. Each interaction fragment is conceptually similar to an interaction by itself.

Our modeling tool represents twelve kinds of fragments: Alternatives, Loop, Option, Parallel, Break, Negative, Critical Region, Consider, Ignore, Weak Sequencing, Strict Sequencing, and Assertion.

Related References

- Alternative Fragment
- Combined Fragment

Related Pages

- Model Elements
- Sequence diagram
- Alternatives