

Files of Properties

Code can be generated out of prepared UML models. Mapping should be implemented between the identifiers used in the UML model and the language to which the model is being generated. This mapping includes the following sections:

- Build-in types (their default values)
- Generalization types
- Possible class declarations. Attributes and operations declaration and visibility modifiers
- Code generation options.

A separate *prop* file is created for every language supported in modeling tools developed by No Magic, Inc. Files are located in the *<modeling tool installation directory>data* folder. The file name pattern is *lang.prop*, where *lang* stands for the name of the programming language.

The following table lists supported languages:

Supported Language	File of Properties
Java	java.prop
C++	C++.prop
CORBA IDL	idl.prop
JAVABytecode	javabytecode.prop
DDL	ddl.prop
CIL	cil.prop
CIL Disassembler	cil disassembler.prop
C#	c#.prop
IDL	idl.prop
XML Schema	xmlschema.prop
WSDL	wsdl.prop

Files of language properties are separated into sections where all related elements are grouped. You can edit existing entities, add new ones, and change the default values.

We strongly recommend that you edit default values only. In general, all sections have a list of possible and default values for the element.

Related Pages:

- [Code Engineering Sets](#)
- [Generating Code](#)
- [Reverse Options](#)
- [Global options for Code Engineering](#)
- [Files of Properties](#)
- [Java Code Engineering](#)
- [C++ Code Engineering](#)
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- [CORBA IDL Mapping To UML](#)
- [WSDL](#)