

Behavior

A Behavior describes how the states of objects changes over time.

Behavior types are as follows:

- Activity
- Function Behavior
- Interaction
- Opaque Behavior
- Protocol State Machine
- State Machine

Behaviors are used:

- To specify an Entry, Do, and Exit activities of a State.
- To specify an Effect of a Transition.

The Behaviors are displayed in the compartments of the following elements:

- Class
- Component
- Stereotype
- Node
- Actor
- Use Case
- Collaboration
- Interaction
- State Machine
- Activity
- Opaque Behavior
- Association Class

Behaviors are divided into two groups:

- classifier Behaviors and
- owned Behaviors.

Working With Behavior

- Assigning Behaviors
- Assigning Behavior diagrams automatically

Related Pages

- Formatting Symbols
- Customizing Environment Options
- Specification Window
- Model Elements

Related Diagrams

- Activity
- Sequence
- State Machine
- Protocol State Machine



Keep in mind that the **classifier** Behavior group can have only **one** Behavior.

