Global properties

Global properties are property declarations that can be used by any instance. Normally, a UML property cannot be defined outside of a classifier, so a global property declaration is represented as a UML property owned by a class that is stereotyped as a «Anything». The concept of a property holder was introduced in the NIEM-UML standard for a similar purpose. In the concept modeling profile, every property holder is equivalent to one topmost class () of which all other classes are subclasses. Thus, a property of a property holder is "inherited by" all subclasses and usable in any instances. In addition, while the name of a property holder is irrelevant, consistently naming property holders "Thing", "Concept", or "Entity" in all concept models avoids any confusion with normal classes.

```
«PropertyHolder»
Thing
(Relations)

**tributes*

*has member: Thing [*]

*provides: Thing [*]

*is conferred on: Thing [*]

*has responsibility: Duty [*]

*is conferred by: Thing [*]

*is mandated by: Thing [*]{subsets is conferred by}
```

A property holder in Concept Modeler.

Related page

• Concept Modeling Semantics