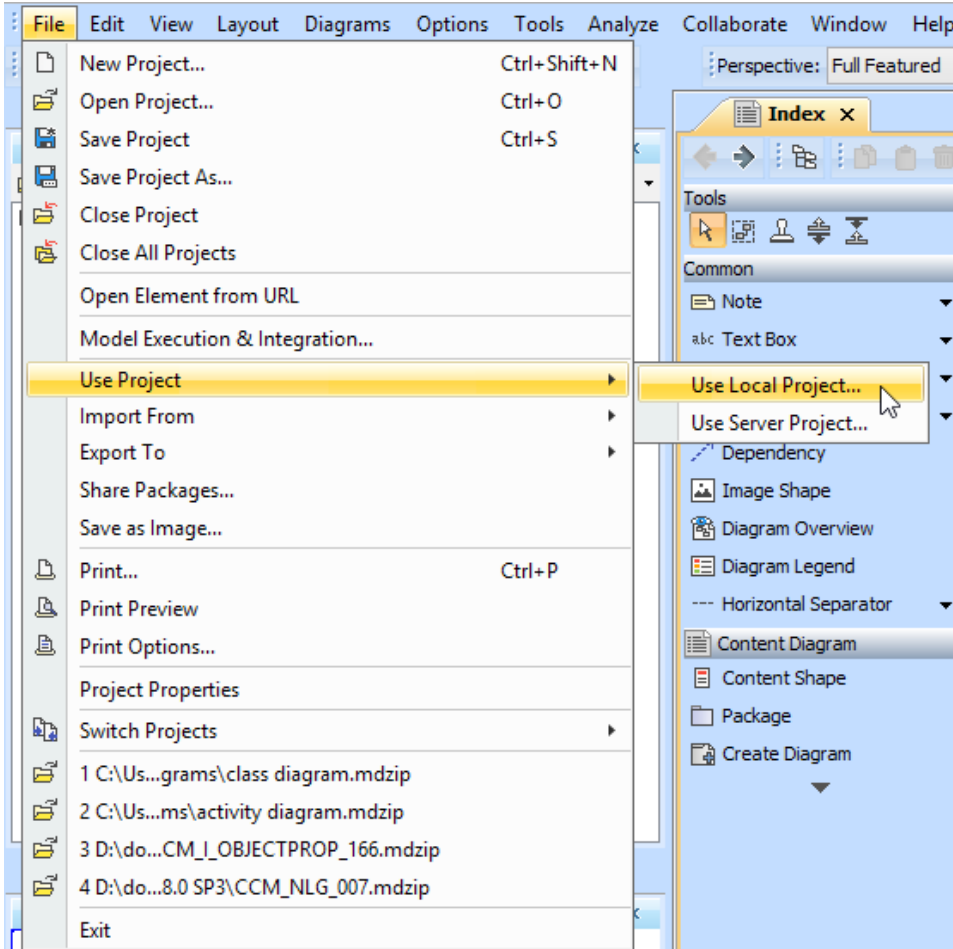


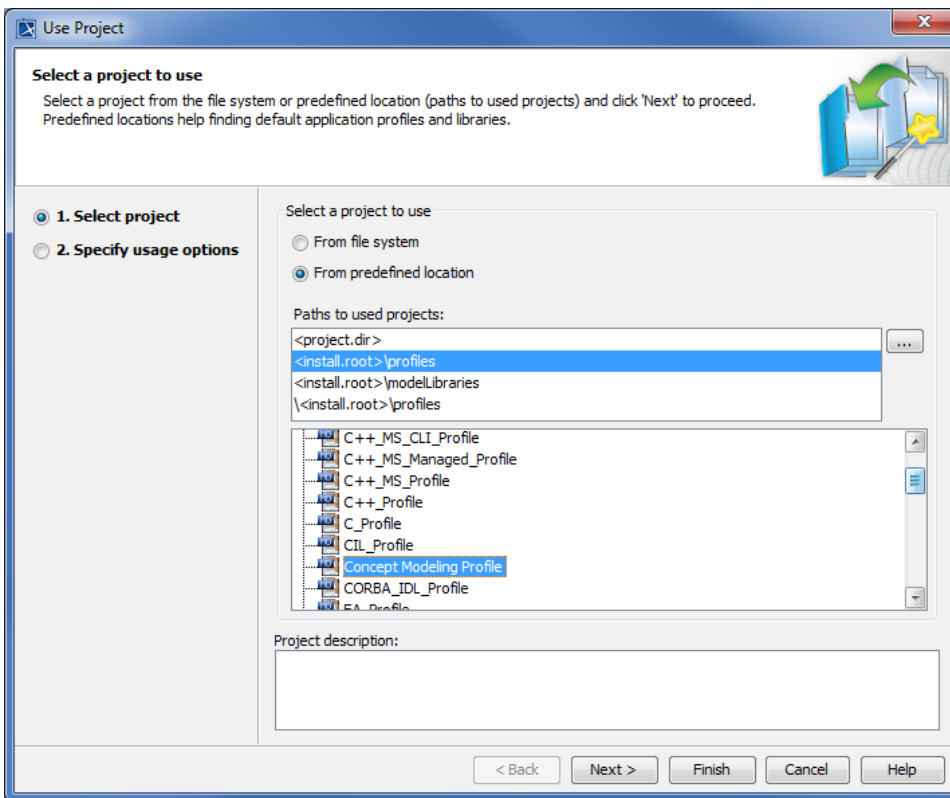
# Converting a UML model into a concept model

To change a UML model to a concept model

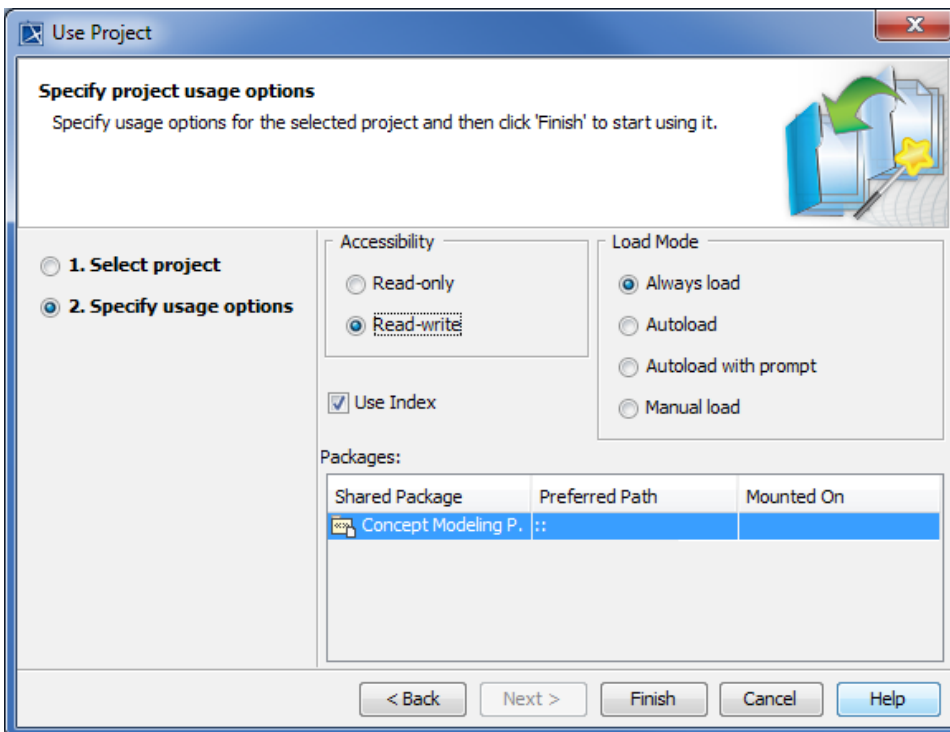
1. Open an existing UML project.
2. On the main menu, click **File > Use Project > Use Local Project**. The **Use Project** dialog opens.



3. Select **Profile** and **Concept Modeling Profile**.

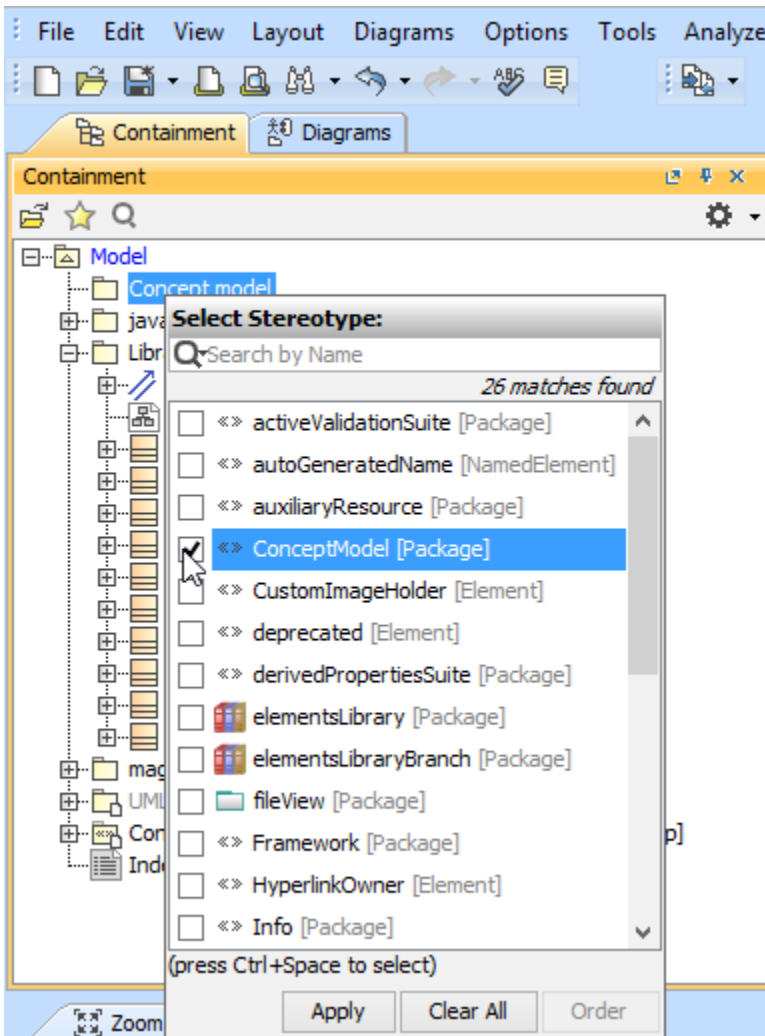


4. Click **Next**.

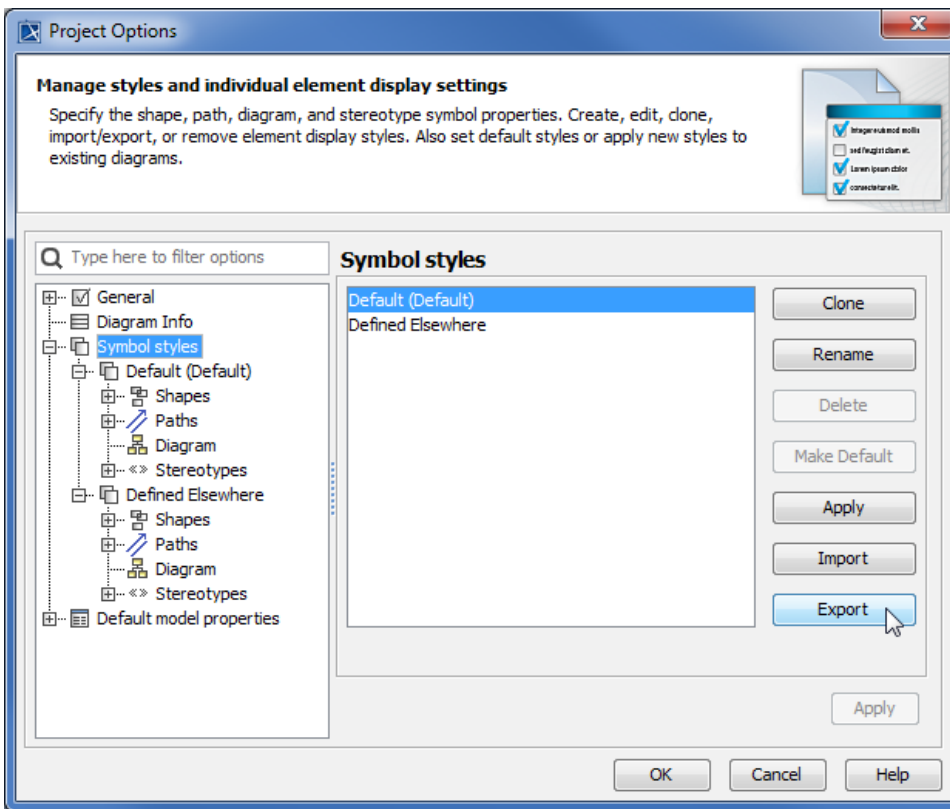


5. Specify usage options and click **Finish**. The **Concept Modeling Profile** is added to your project in the [Containment tree](#).
6. [Create a package](#) in your project.
7. Right-click the created package and select **Stereotype**.

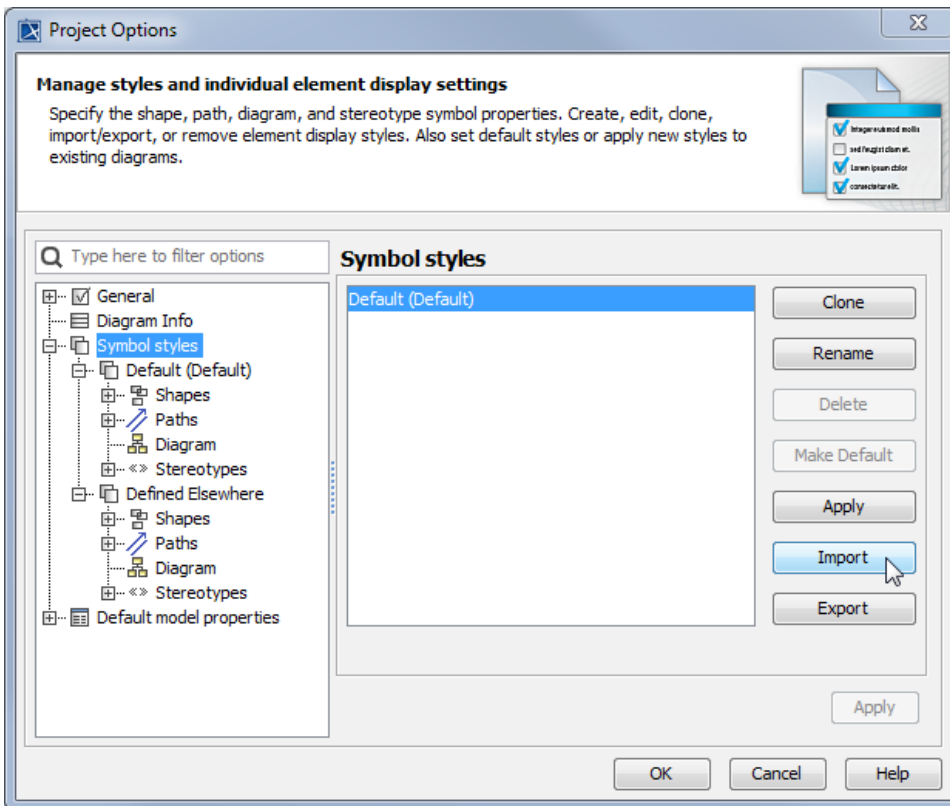
8. Select the stereotype « » **Concept Model [Package]** and click **Apply**.



9. On the main menu, select **File > Open Project** to open a new concept modeling project.
10. On the main menu, click **Options > Project** to open the **Project Options** dialog.
11. Click **Symbol styles** from the tree view. Select the **Default** or **Defined Elsewhere** style to the UML project and click **Export**.

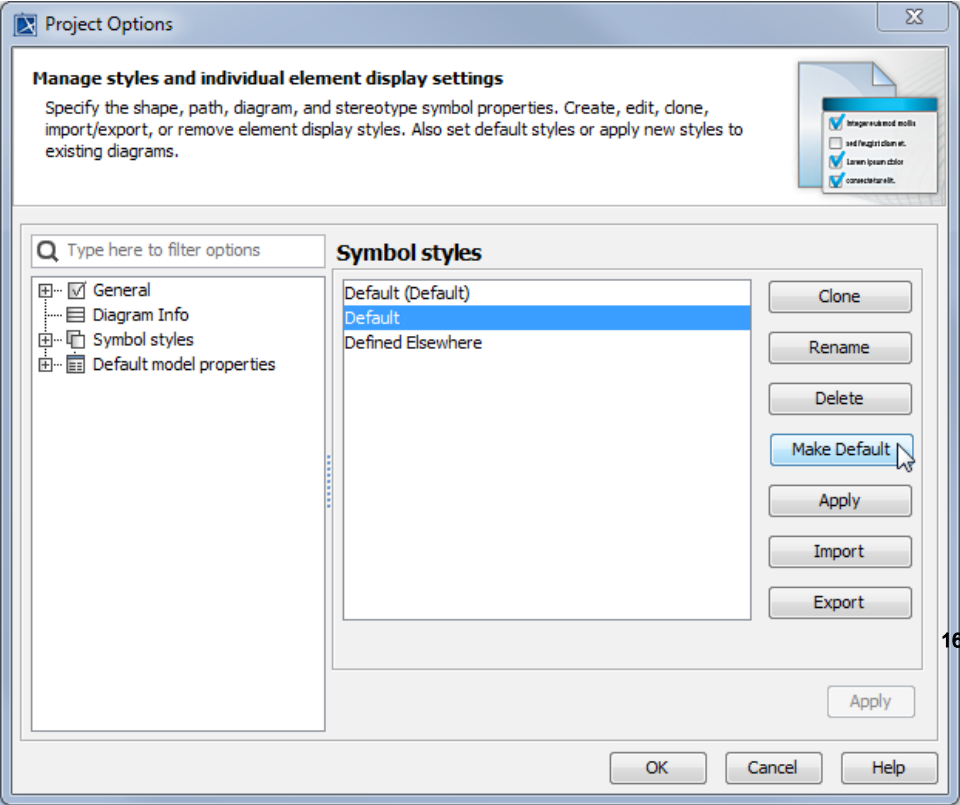


12. Switch to the previous UML project and click **Options > Project** from the main menu to open the **Project Options** dialog.

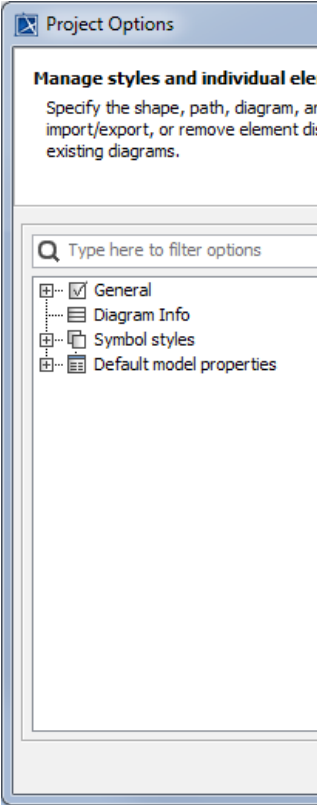


13. Select **Symbol styles** and click **Import**.
14. Select the exported **Default** and **Define Elsewhere** styles and click **OK**. The imported styles are added to the **Symbol styles** under the **Default (Default)** style.

15. Select the imported **Default** style and click **Make Default**. The imported **Default** is now the default style.

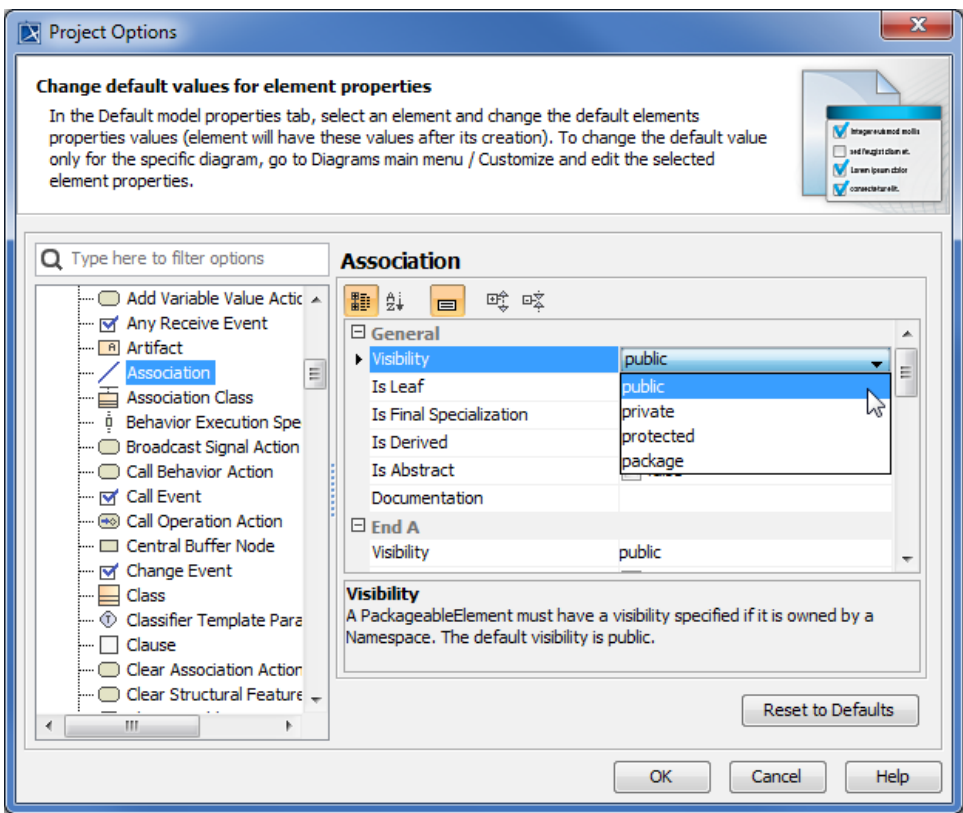


16. Select the old **Default** style and click **Delete**.

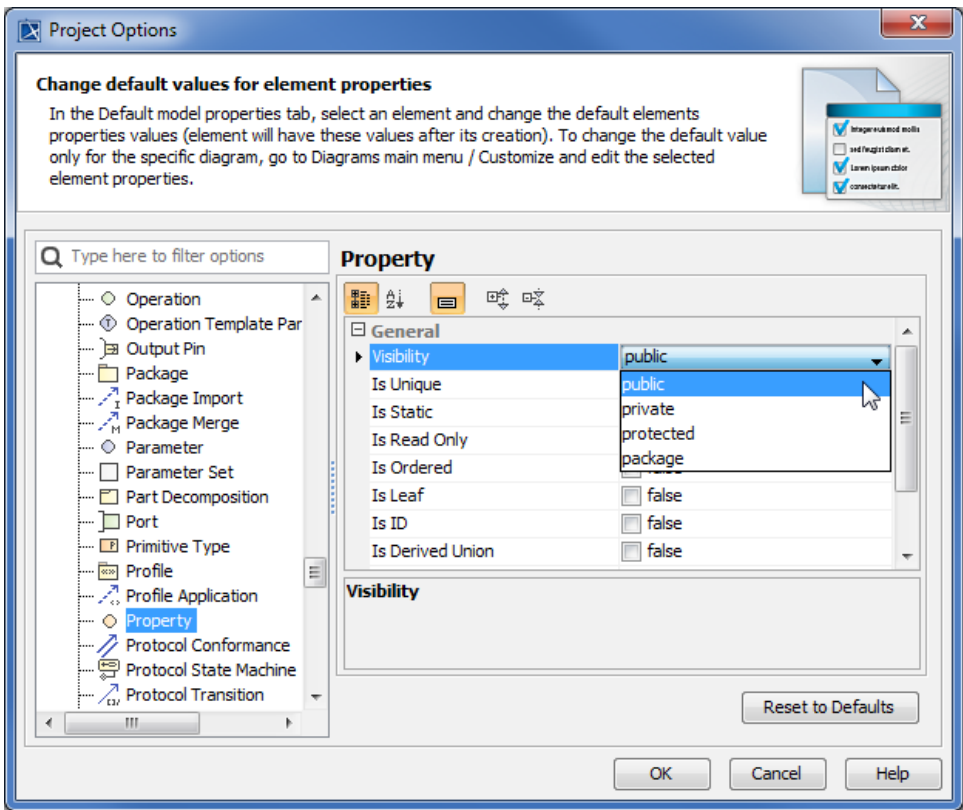


- 17. Click **OK**.
- 18. From the main menu, click **Options > Project**. The **Project Options** dialog opens.
- 19. Expand **Default model properties** and select **Association**.

20. Change the **Association** visibility to **public**.



21. Select **Property** and change the **Property** visibility to **public**.



22. Click **OK**.

Related pages

- Usage
- Creating a concept model