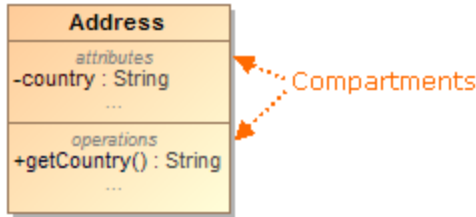# Compartments

The compartment is area on the shape or next to the shape that is dedicated for the specific type of information.

There are the following types of compartments:

- Compartment boxes. For example, the class shape has compartments which puts attributes, operations, signals into boxes.

- You can hide compartments by suppressing them or expand the hidden compartments to see their data.

- Compartment names are displayed by default. However, you can hide them by changing their visibility settings either in the **Symbol Properties**
- Compartments that are displayed next to the element name on the shape. For example, a shape has a compartment stereotypes, constraints, and
  others. dialog or the **Project Options** dialog. Each compartment has its own property for visibility settings (for example, **Show Attributes**

- Stereotypes (or stereotypes compartment) are displayed above the element name.

- Constraints (or constraints compartment) are displayed under the element name.
- Compartments that are displayed next to the element name, next to the shape. For example, an Actor has a compartment for element properties,
  a compartment for stereotypes, displayed under the element name or you can select to display tagged values in the compartment box.
- Compartments on paths that are displayed next to the path label. For example, a compartment for element properties, a compartment for
  stereotypes, and others.
  - Element Properties are displayed in the compartment box.

Related pages

- Creating elements in compartments on shapes
- Displaying and suppressing compartments on shapes
- Displaying or hiding elements in compartments on shapes

- Diagramming
- Path compartments