

# Diagrams ownership

The right organization of your diagrams in the model ensures you a model consistency, re-usability of needed views, quick navigation in the model. In the following sections you can learn about:

- [SysML diagram taxonomy](#)
- [Diagram owners](#)
- [Find diagrams in your project](#)
- [Working with diagrams](#)

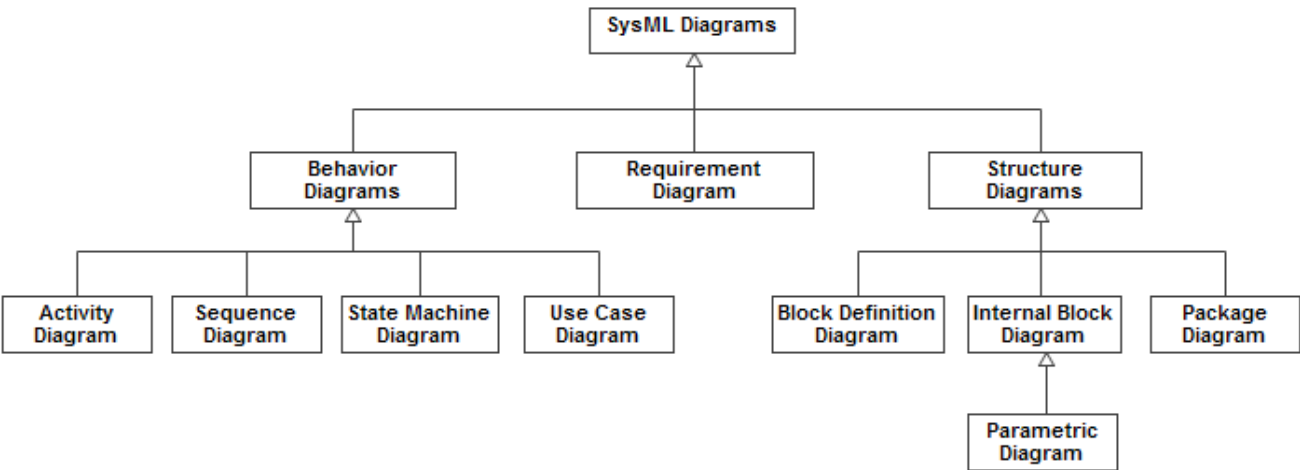
## SysML diagram taxonomy

The figure below shows the SysML diagram taxonomy (see the figure below) which reflects how the SysML diagrams are organized. You can use nine kind of SysML diagrams when modeling:

- [Requirement Diagram](#)
- [SysML Block Definition Diagram](#)
- [SysML Internal Block Diagram](#)
- [SysML Package Diagram](#)
- [SysML Parametric Diagram](#)
- [SysML Sequence Diagram](#)
- [SysML State Machine Diagram](#)
- [SysML Activity Diagram](#)
- [SysML Use Case Diagram](#)

The relationship between SysML diagrams is [Generalization](#). It means that:


- Activity, Sequence, State Machine, and Use Case diagrams are a types of behavior diagrams.
- Block Definition, Internal Block, and Package diagrams are a types of structure diagrams.
- Parametric diagrams are a type of Internal Block diagrams.
- Requirement diagram are a category by themselves.



SysML diagram taxonomy.

## Diagram owners

The owner that a diagram can represent depends on the diagram kind you're creating. All SysML diagrams and their available owners are listed in the following table.

 Behavior diagram must have a context which is always a behavior which owns this diagram.

SysML Diagram	Owner
<a href="#">Requirement Diagram</a>	<a href="#">Package</a> , <a href="#">Model</a> , <a href="#">Requirement</a>

<a href="#">SysML Block Definition Diagram</a>	Package, Model, Block, Constraint Block
<a href="#">SysML Internal Block Diagram</a>	Block
<a href="#">SysML Parametric Diagram</a>	Block
<a href="#">SysML Package Diagram</a>	Package, Model, Profile
<a href="#">SysML Activity Diagram</a>	Activity
<a href="#">SysML Sequence Diagram</a>	Interaction
<a href="#">SysML State Machine Diagram</a>	State Machine
<a href="#">SysML Use Case Diagram</a>	Package, Model

## Find diagrams in your project

You can find all diagrams of your model by using the [Diagrams tab](#) in the [Model Browser](#). How to open and use this tab is described in the [Diagrams tab](#) page.

## Working with diagrams

All basic procedures of working with SysML diagrams are in the following pages:

- [Creating diagrams](#)
- [Opening diagrams](#)
- [Dragging objects](#)
- [Displaying elements](#)
- [Copying and pasting objects](#)
- [Using diagram tabs](#)
- [Specifying diagram properties](#)
- [Specifying diagram style properties](#)
- [Diagram name and its context name synchronization](#)
- [Diagram frame](#)
- [Drawing diagram shapes](#)
- [Overviewing other diagrams](#)
- [Legends](#)
- [Table with diagram information](#)
- [Changing diagram type](#)
- [Working with symbols of model elements](#)
- [Working with paths and relationships](#)
- [Smart manipulation](#)
- [Compartments](#)
- [Smart shape sizing](#)
- [Selection and multiple selections](#)
- [Copying text or images to diagrams](#)
- [Nesting image shapes](#)
- [Zooming](#)
- [Using the grid](#)
- [Pusher and magnet](#)
- [Layout](#)
- [Saving as image](#)
- [Layout templates](#)
- [Diagram aspects](#)
- [Complete diagrams](#)
- [Printing](#)
- [Presentation Mode](#)

### Related pages

- [SysML Parametric Diagram context](#)
- [SysML Internal Block Diagram context](#)