An Artifact represents a physical piece of information that is used or produced by a software development process. Examples of artifacts include models, source files, scripts, and binary executable files. An artifact may constitute the implementation of a deployable component.

To describe how an artifact is created, the model draws a Manifestations relationship, between the artifact and the elements used in its construction. All artifact manifestations are listed in the Artifact Specification window, Manifestations pane. In this pane you may add new manifestations.

To be used, an artifact must be deployed, meaning, it must be placed in a location where it may be stored and used. The target of the deployment may be a node, such as an execution environment or a device, a property, or an instance specification. The relationship between the location and the artifact is defined by the deployment relationship.

Related pages

- UML elements
- Editing Property Values
- Specification window
- Manifestations
- Formatting symbols
- Component diagram
- Deployment diagram