

# Session management

[com.nomagic.magicdraw.openapi.uml.SessionManager](#) is the singleton manager used for editing model Elements. All modifications to model elements should be performed between the [createSession\(Project, java.lang.String\)](#) and [closeSession\(Project\)](#) method calls.

To edit some [com.nomagic.uml2.ext.magicdraw.classes.mdkernel.Element](#), a session with this manager must be created. After editing a model element, a session must be closed. After that, all changes will be applied to the model and registered in the command history (for undo/redo) as one command with a session name. Only one session can be active.

The following code can be used for accessing, checking, and creating the session:

```
// access a singleton instance by using getInstance()
// only one session can be active, so check this.
if (!SessionManager.getInstance().isSessionCreated(project))
{
    // create a new session.
    SessionManager.getInstance().createSession(project, "Edit");
}
```

If other session is already created and not closed, the [createSession\(Project, java.lang.String\)](#) method throws the [java.lang.IllegalStateException](#) runtime exception.