

# Properties

Our modeling tools include the Open API that provides a set of classes used as properties for diagrams' symbols, project or environment options and etc.

Every property has two major attributes – the ID and value. A property has a value of the type *java.lang.Object*. Every specific property has a value of the specific type. For example, the value of [com.nomagic.magicdraw.properties.BooleanProperty](#) is *java.lang.Boolean*, the value of a [com.nomagic.magicdraw.properties.StringProperty](#) is *java.lang.String*.

The property ID identifies the specific property in the properties set.

You must set some [com.nomagic.magicdraw.properties.PropertyResourceProvider](#) to your property instance in order to display a normal name, not the ID of the property in the UI of a modeling tool. [PropertyResourceProvider](#) has just one method [getString\(java.lang.String , Property\)](#), where a key is an ID of your property.

The collection of properties is grouped by [com.nomagic.magicdraw.properties.PropertyManager](#). Every [PropertyManager](#) has a name and a list of properties. It can return the property by the ID, properties with the same value, properties whose values are different.

For more details about every specific kind of a property, see [javadoc](#).

## Related pages

- [Changing properties of presentation elements](#)
- [Project options](#)