

# Node

Any computer or device that is relevant to an implemented system can be shown as a Node. A Node symbol is a three-dimensional square with a name on it. Devices in a system are typically represented with a stereotype that specifies the device type. The nodes can be represented as types and as instances.

You can specify Node properties in the Node **Specification** window, where you can also read descriptions of each property. Descriptions are presented in the description area of the **Specification** window.

## Related References

- [Structured Activity Node](#)
- [Activity Parameter Node](#)
- [Expansion Region and Expansion Nodes](#)
- [Loop, Sequence, and Conditional Nodes](#)
- [Data Store Node](#)
- [Fork and Join Nodes](#)

## Related Pages

- [Model Elements](#)
- [Specification Window](#)