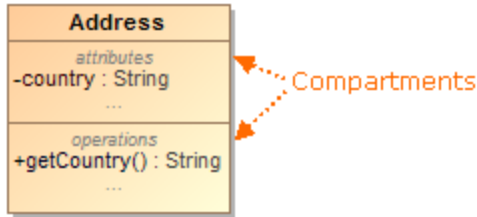


# Compartments

The compartment is an area on the shape or next to the shape that is dedicated to the specific type of information.

There are the following types of compartments:

- Compartment boxes. For example, the class shape has compartments that put attributes, operations, and signals into boxes.



- You can hide compartments by suppressing them or expand the hidden compartments to see their data.
- Compartment names are displayed by default. However, you can hide them by changing their visibility settings either in the **Symbol Properties** dialog or the **Project Options** dialog. Each compartment has its own property for visibility settings (for example, **Show Attributes** and **Show Operations**).



- Stereotypes (or stereotypes compartment) are displayed above the element name.
- Constraints (or constraints compartment) are displayed under the element name.
- Compartments that are displayed next to the element name, next to the shape. For example, an Actor has a compartment for element properties, a compartment for stereotypes, and others.
- Compartments on paths that are displayed next to the path label. For example, a compartment for element properties, a compartment for stereotypes, and others.

## Related pages

- [Creating elements in compartments on shapes](#)
- [Displaying and suppressing compartments on shapes](#)
- [Displaying or hiding elements in compartments on shapes](#)
- [Diagramming](#)
- [Path compartments](#)