

# Using Swimlanes to allocate functions to structure

With a [Swimlane](#), you can relate a Behavior (a function) with a structure. In other words, you can allocate a behavior to a structure using Swimlanes in the [Activity Diagram](#) and analyze whether or not all behaviors are performed by a particular system object.

Before establishing allocations, you must define the allocation mode - **Definition** or **Usage**. The definition elements are [Activity](#) and [Block](#), and usage elements are [Action](#) and [Part Property](#). Depending on the mode, you can convey which allocations are established considering the system context.

To allocate behavior to structure

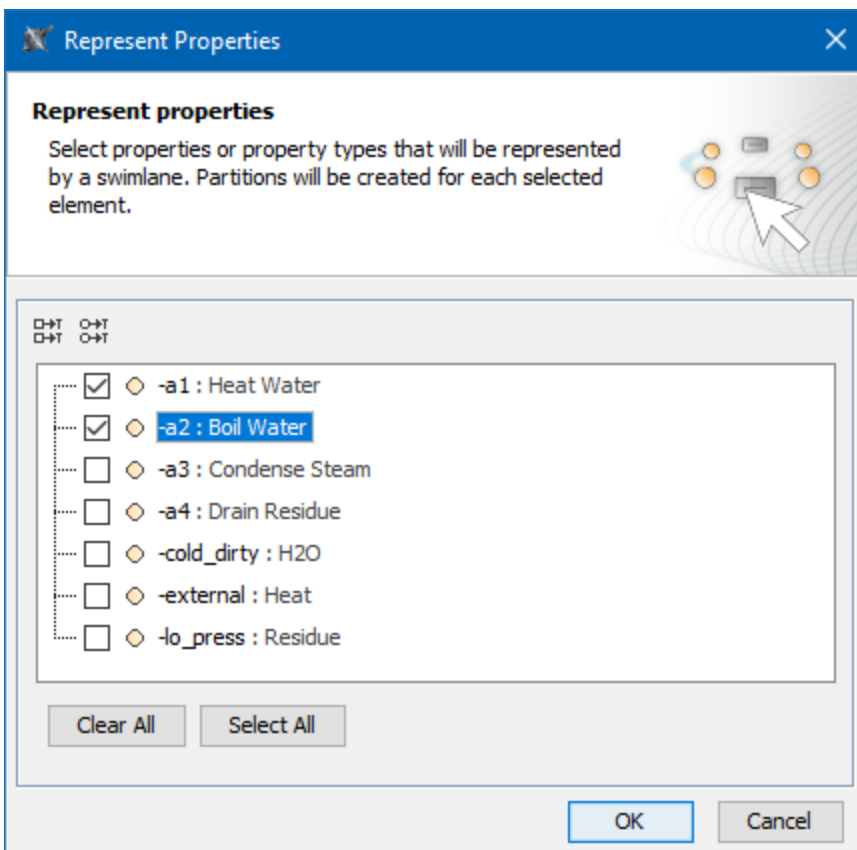
1. Click the **Vertical Swimlanes** button on the activity diagram palette and then click an empty space on that diagram pane. The **Represent Properties** dialog opens.



The **Represent Properties** dialog opens if:

- a. The Activity diagram is owned by a Block or Use Case.
- b. The owning Block or the Block set as the Use Case [subject](#) has part properties.

Partitions are created for each property you select to represent as a Swimlane in the Activity diagram.



Otherwise, you can manually define properties represented by a Swimlane.

2. In the dialog, select the properties you want to represent as Swimlanes and click **OK**.
3. Right-click any of the Swimlane partitions and select **Allocation Mode > Usage** (if not selected yet). The allocation to usage mode is enabled in the diagram.



## Usage mode

This mode allows you to convey that allocations are established considering the system context. Otherwise, allocations are generic and not related to any system context.

4. Drag existing actions from the diagram pane or create new actions for particular swimlanes.

