

# Assigning Behavior Type

A behavior type is a [behavior](#) that is performed when the transition fires.

To assign a behavior type, do one of the following

- In the Containment tree, select a behavior type element and drag it to the selected transition on the diagram.
- In the transition's [Specification window](#) > **Effect** category, click the **Behavior Type** property value cell and select the behavior from the list.



According to the selected behavior, additional corresponding properties will appear in the **Effect** category. Specify desired properties.

Effect	
Behavior Type	<UNSPECIFIED>
Behavior Element	

Effect	
Behavior Type	FunctionBehavior
Behavior Element	[for transition:::]
Name	
Owned Diagram	
Specification	
Language	
Body	

Appeared corresponding properties



- To quickly trace the effect of the transition, from the transition shortcut menu, select **G** **o** **To** and then the effect element.
- If a [behavior](#) of an activity, interaction, protocol state machine, or state machine type is assigned to a transition, a diagram for that behavior is created automatically.

## Related pages

- [Assigning Event Type](#)
- [Assigning Behavior Type](#)

## Related Pages

- [Model Elements](#)
- [Transition](#)
- [State Machine diagram](#)