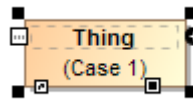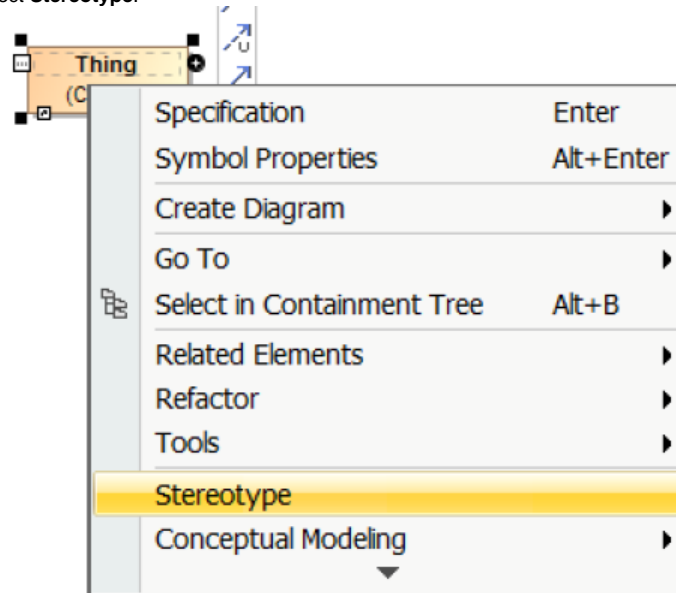# Creating a property holder

To create a property holder (UML class stereotyped as «Anything»)
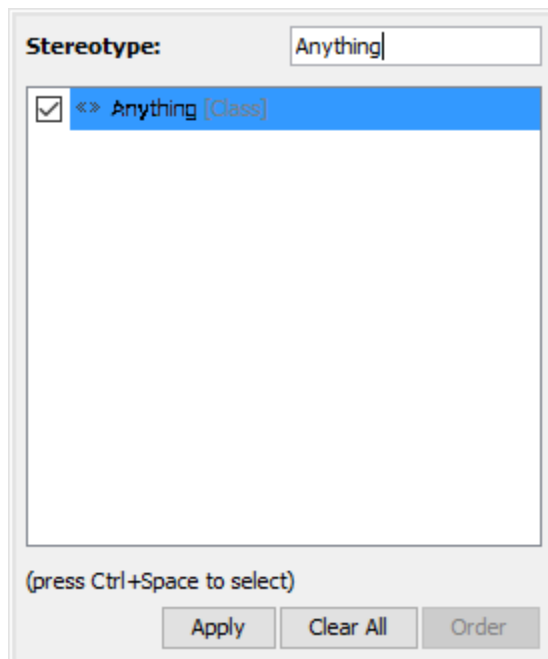
1. Create a UML class (named *Thing*).

A UML class.

2. Right-click the UML class and select **Stereotype**.
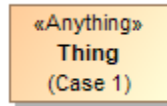

Selecting the class' Stereotype shortcut menu.

3. Type *Anything* in the search box.
4. Select the **Anything** stereotype.
5. Click **Apply**.

Selecting the Anything stereotype for the class.

The «Anything» stereotype will be applied to the class.

The «Anything» stereotype applied to the UML class.

Related page

- Usage