

Mapping to UML Rules

This section describes the general rules and profile our modeling tool uses to map each Java element is mapped to UML. Please find examples and corresponding models in MagicDraw with marked properties used in Java to describe mapping rules.

Related Pages:

- [Java Package](#)
 - [Java Class](#)
 - [Java Field](#)
 - [Java Operation](#)
 - [Java Interface](#)
 - [Java Enumeration](#)
 - [Java Enumeration Literal](#)
 - [Java Annotation Type](#)
 - [Java Annotation Member](#)
 - [Java Annotations Usage](#)
 - [Java Type Variables](#)
 - [Java Parameterized Type](#)
 - [Java Imports](#)
-
- [Code Engineering Sets](#)
 - [Generating Code](#)
 - [Reverse Options](#)
 - [Global options for Code Engineering](#)
 - [Files of Properties](#)
 - [Java Code Engineering](#)
 - [C++ Code Engineering](#)
 - [C# Code Engineering](#)
 - [CORBA IDL Mapping To UML](#)
 - [WSDL](#)