C# Code Engineering

The MagicDraw UML C# Code Engineering Project is responsible for providing round-trip functionality between The MagicDraw UML and C# codes. In the current version of this project, it supports up to C# version 3.0.

Related pages:

- C# 2.0 features
- C# 3.0 features
- Migration from old C# project version
- C# mapping to UML rules
- C# Project Constraints

- 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