Assigning Behaviors

See references on how to assign the behavior for the following elements:

- Action
- State
- Transition
- Operation

See the following procedures, on how to assign the behavior for the rest of the elements,

- Class,
- Component,
- Stereotype,
- Node,
- Actor,
- Use Case,
- Collaboration,
- Interaction,
- State Machine,
- Activity,
- Opaque Behavior, and
- Association Class.

Related pages

- Behavior
- Assigning Behavior diagrams automatically
- Specification Window
- Model Elements

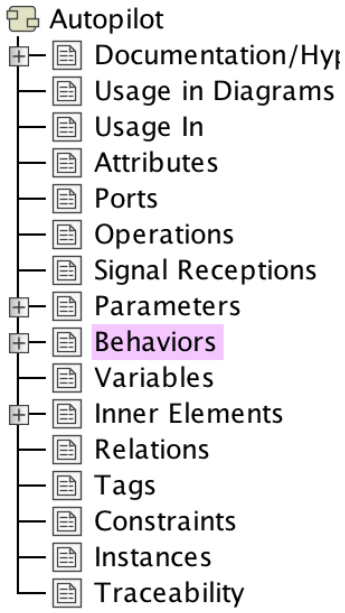
Related diagrams

- Activity
- Sequence
- State Machine
- Protocol State Machine

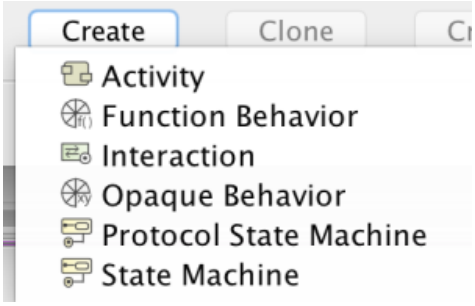
To create and assign a behavior

There are two ways to create and assign behaviors, so do one of the following:

- Create a behavior in the element's Specification Window.
  1. Open the element's Specification Window and click the **Behaviors** property group.



  2. Click the **Create** button and then from the menu, select the behavior type.



  3. In the behavior's Specification Window, specify the behavior and click **Close**.
- Right-click the element in the Model Browser, on its shortcut menu, click **Create Diagram** and then click to create **Activity**, **Sequence**, **State Machine** or other behavior diagram.

To create an operation for the behavior

1. In the element's Specification Window, click **Behaviors** property group.
2. Click the behavior, then click the **Create Operation** button.

If the Specification property is defined already, then the **Create Operation** button is unavailable.