

# Data Type

A Data Type is a type whose values have no identity; that is, they are pure values. It is a classifier and inherits the general features of the classifier: visibility, generalizable element properties, and operations.

MagicDraw provides the following predefined data types: boolean, byte, char, date, double, float, int, Integer, Real, long, short, void, and String.

You can also create [Enumeration](#) or [Primitive](#) Data Types.

To create a new Data Type, including Enumeration or Primitive

- From the [Browser](#), select **New** from the [Class](#) or **Create Element** from the [Package](#), [Subsystem](#), or [Model](#) shortcut menu, and then select Data Type, Enumeration, or Primitive.
- In the Class, Package, Subsystem, and Model [Specification windows](#), the **Inner Elements** property group, click **Create** and select a Data Type.

A Data Type can be specified by changing its property values in the Data Type [Specification window](#). Each property is described in the description area on this window.

## Related pages

- [Enumeration](#)
- [Primitive](#)

## Related Pages

- [Model Elements](#)
- [Class diagrams](#)
- [Use Case](#)
- [Use Case diagram](#)
- [Sequence diagram](#)
- [Activity diagram](#)