Applying Different Icons for the Same Stereotype

A modeling tool provides the ability to create a stereotype, which uses different icons depending on a stereotype "kind." For example, PseudoState can be represented by different notations that depend on PseudoStateKind.

To apply different icons on the same stereotype

- 1. Create an Enumeration (in our example, supercarKind) to define all stereotype "kinds."
- 2. Apply the *«iconHolder»* stereotype to the enumeration.
- Create as many EnumerationLiterals of as many different kinds as you need (in our example, it is "ferrar" and "audi").
- 4. Apply stereotypes with different icons to every EnumerationLiteral (in our example, *«ferrari»* and *«audi»*).
- 5. Create a Stereotype (in our example, *supercar*) with a property (tag definition), with type enumeration (*supercarKind*). You could also select a default value.
- Assign the created stereotype to an element and select one of the enumeration values in tags.A stereotyped element will change its icon to the enumeration value.















<<supercar>>
car2
{kind = ferrari}

Example of applying icons.

Related Pages

- Stereotype
- Enumeration