

UML model

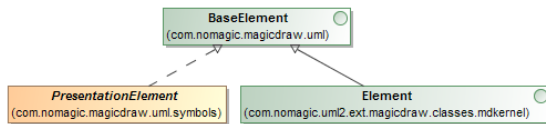
In projects, created by the modeling tools developed by No Magic Inc., the UML model is an implementation of the OMG UML 2.5.1 metamodel. We do not provide a very detailed description of all UML metamodel elements and their properties in this documentation or [javadoc](#). Our UML implementation covers whole UML specification as its and also extends it by introducing some additional Elements (like Diagram). You can find all this information in the UML 2.5.1 superstructure specification on the Object Management Group official Web site at <http://www.omg.org/spec/UML/>.

You should use UML model interfaces from the *com.nomagic.uml2.ext.magicdraw* package.



Never use implementation classes like in your code!

The base interface of all model classes is *com.nomagic.uml2.ext.magicdraw.classes.mdkernel.Element*, it implements the *com.nomagic.magicdraw.uml.BaseElement* interface.



All structure derived from the *Element* you can see in the OMG-UML 2.5.1 Superstructure Specification.

All attributes described in the UML specification are implemented and accessible through setters and getters.



The UML model is thread safe for reading, but still the **UML model writing (modification) is not thread safe**.

Related pages

- Working with UML model
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 - Checking element editing permissions
 - Accessing and modifying model element properties
 - Creating new model elements
 - Creating new relationship objects
 - Editing model elements
 - Adding, moving, deleting model elements
 - Refactoring model elements
 - Copying elements and symbols
 - Identifying elements
 - Finding elements by name or by meta-type
 - Model traversing, Visitor pattern
 - Visitors
 - ModelHierarchyVisitor
 - Retrieving meta information about element
 - Creating textual element representation
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 - Advanced utility functions
- Event support
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 - UML model properties names
 - Listening to property change events
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- UML Model Implementation Using EMF
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