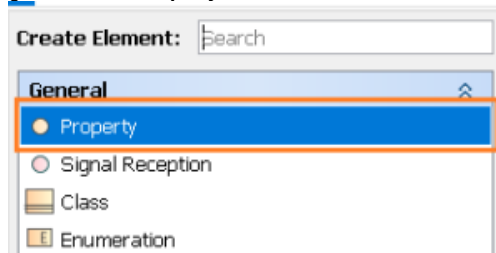# Defining an annotation property

To create a UML Property

1. In the Containment Tree, **right-click** on your desired *element* inside your concept model.
2. Select **Create Element.**
3. A menu appears like shown in the following figure. Click on **Property.**

4. Name your newly created **Property** and see the result on the diagram pane.

> **Alternate Way**
> Another way to create a **Property** is to create an **Association** between two *Classes,* or between a *Class* and itself.

Concept Modeler has annotation property defined as a stereotype. You can always add Annotation Properties manually in your Concept Modeling project. The following instructions show you how to create an Annotation Property in your model.

To apply an Annotation Property stereotype for a property

1. Create a UML property as described above.
2. **Double - click** on the property to open its specification window.
3. In the specification window, click the *three dots* at the end of the **Applied Stereotype** field and select **Annotation Property**.
4. Click **Apply**.
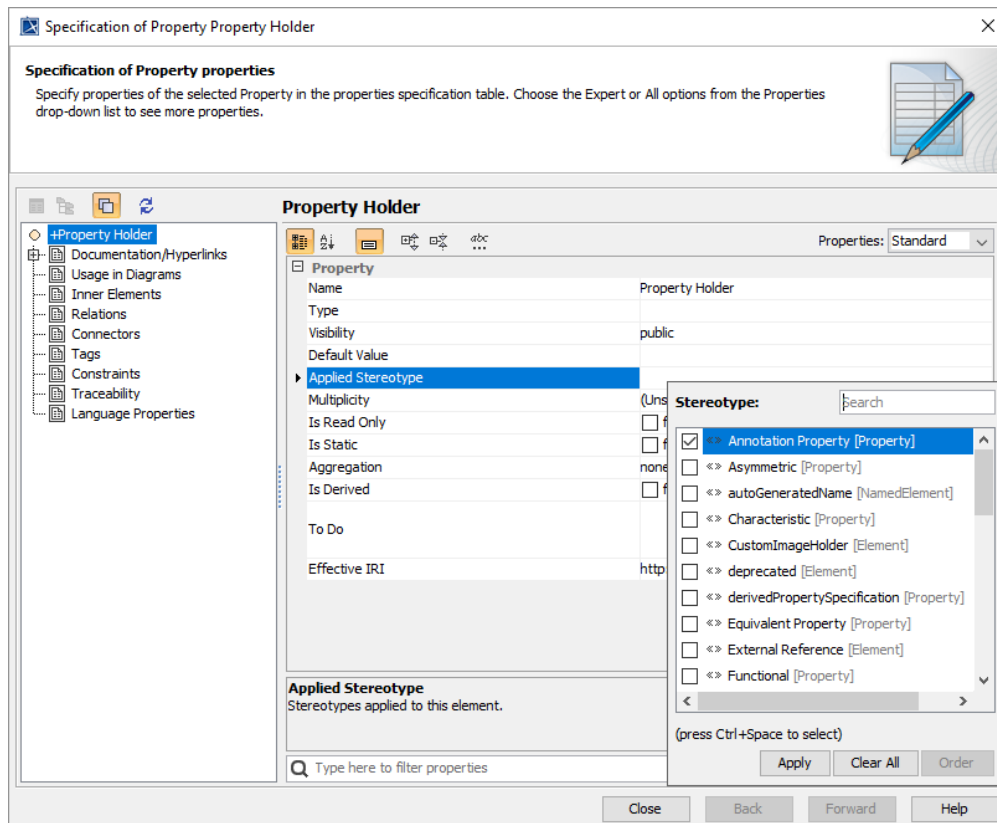
> **Alternate way using the diagram pane**
> Another way to apply the annotation property stereotype to your property is to select the property in the **diagram pane** and **right - click** so that a
> shortcut menu appears. Click on **Stereotype**, and you will see the same **Stereotype** dialog pop up as the one shown on the **right** in the figure above.

Related pages

- Usage