

Adding, moving, deleting model elements

There are two ways to add/move/delete model elements:

- Use [com.nomagic.magicdraw.openapi.uml.ModelElementsManager](#)
- Call direct functions on *Elements*

The [ModelElementsManager](#) is the singleton utility class which checks [com.nomagic.uml2.ext.magicdraw.classes.mdkernel.Element](#) editing permissions and the session existence before executing the function. Also, it performs a check, if an element can be added to a parent. If the [ModelElementsManager](#) is not used, a programmer must perform these checks in the code explicitly.

Adding and moving functions are similar with mostly one - move functions does more checking such as checking for a name conflict if [com.nomagic.uml2.ext.magicdraw.classes.mdkernel.NamedElement](#) is moved. The general rule would be to use an adding function for newly created *Element(s)* and use a moving function for already existing elements in the model.

More advanced model refactoring functions are described in the [Refactoring model elements](#) page.

Adding element to owner with *ModelElementsManager*

For adding a new model *Element* into a model, use the [addElement\(Element, Element\)](#) method provided by the [ModelElementsManager](#).

```
Project project = ...;
Class classA = ...;
Package package = ...;
// create a new session
SessionManager.getInstance().createSession(project, "Add class into
package");
try
{
    // add a class into a package
    ModelElementsManager.getInstance().addElement(classA, package);
}
catch (ReadOnlyElementException e)
{
}
// apply changes and add a command into the command history.
SessionManager.getInstance().closeSession(project);
```

If a given model element cannot be added into a given parent, *java.lang.IllegalArgumentException* is thrown. For example, an [com.nomagic.uml2.ext.magicdraw.classes.mdkernel.Operation](#) cannot be added into a [com.nomagic.uml2.ext.magicdraw.classes.mdkernel.Package](#) or an *Operation* cannot be added into a not locked for editing [com.nomagic.uml2.ext.magicdraw.classes.mdkernel.Class](#) (in the server project). If an element or parent is null, *java.lang.IllegalArgumentException* also is thrown. If a given element is not editable (read-only), [com.nomagic.magicdraw.openapi.uml.ReadOnlyElementException](#) is thrown.

Adding element to owner using a direct function

```
Element parent = ...;
Class classA = ...;
Project project = ...;
// create a new session
SessionManager.getInstance().createSession(project, "Add class into
parent");
if (parent.canAdd(classA))
{
    classA.setOwner(parent);
}
// apply changes and add a command into the command history.
SessionManager.getInstance().closeSession(project);
```

Moving element with *ModelElementsManager*

For moving an existing model *Element*, use the [moveElement\(Element, Element\)](#) method provided by the [ModelElementsManager](#).

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```

Project project = ...;
Class classA = ...;
Package package = ...;
// create a new session
SessionManager.getInstance().createSession(project, "Add class into
package");
try
{
    // add a class into a package
    ModelElementsManager.getInstance().moveElement(classA, package);
}
catch (ReadOnlyElementException e)
{
}
// apply changes and add a command into the command history.
SessionManager.getInstance().closeSession(project);

```

If a given model element cannot be moved into a given parent, *java.lang.IllegalArgumentException* is thrown. For example, an [Operation](#) cannot be moved into a [Package](#) or an [Operation](#) cannot be moved into a not locked for editing [Class](#) (in the server project). If an element or parent is null, *java.lang.IllegalArgumentException* also is thrown. If a given element is not editable (read-only), *com.nomagic.magicdraw.openapi.uml.ReadOnlyElementException* is thrown.

Moving element using a direct function

```

Element parent = ...;
Class classA = ...;
Project project = ...;
// create a new session
SessionManager.getInstance().createSession(project, "Add class into
parent");
if (com.nomagic.uml2.ext.jmi.helpers.ModelHelper.canMoveChildInto
(parent, classA))
{
    classA.setOwner(parent);
}
// apply changes and add a command into the command history.
SessionManager.getInstance().closeSession(project);

```

Removing element with *ModelElementsManager*

```

Class classA = ...;
Project project = ...;
// create a new session
SessionManager.getInstance().createSession(project, "Remove class");
try
{
    // remove a class
    ModelElementsManager.getInstance().removeElement(classA);
}
catch (ReadOnlyElementException e)
{
}
// apply changes and add a command into the command history.
SessionManager.getInstance().closeSession(project);

```

Removing element using direct call

```
Class classA = ...;
Project project = ...;
// create a new session
SessionManager.getInstance().createSession(project, "Remove class");
if (classA.isEditable())
{
    classA.dispose();
}
// apply changes and add a command into the command history.
SessionManager.getInstance().closeSession(project);
```



You can find the code examples in *<modeling tool installation directory>\openapi\examples\hierarchyremover*

Related pages

- [Session management](#)
- [Checking element editing permissions](#)
- [Refactoring model elements](#)