

# Assigning Behaviors

See references on how to assign the behavior for the following elements:

- [Action](#)
- [State](#)
- [Transition](#)
- [Operation](#)

See the following procedures, on how to assign the behavior for the rest of the elements,

- [Class](#),
- [Component](#),
- [Stereotype](#),
- [Node](#),
- [Actor](#),
- [Use Case](#),
- [Collaboration](#),
- [Interaction](#),
- [State Machine](#),
- [Activity](#),
- [Opaque Behavior](#), and
- [Association Class](#).

## Related pages

- [Behavior](#)
- [Assigning Behavior diagrams automatically](#)
- [Specification Window](#)
- [Model Elements](#)

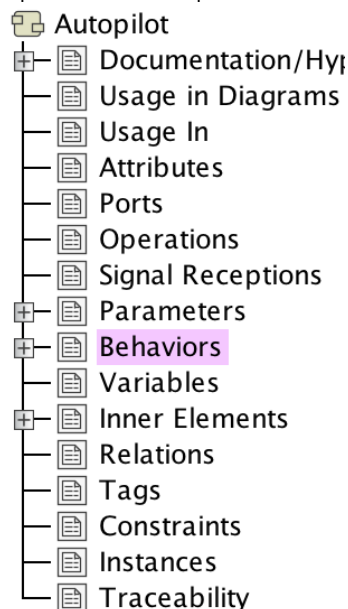
## Related diagrams

- [Activity](#)
- [Sequence](#)
- [State Machine](#)
- [Protocol State Machine](#)

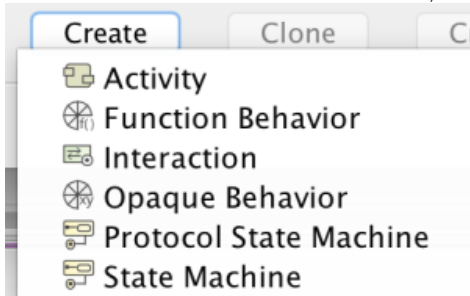
To create and assign a behavior

There are two ways to create and assign behaviors, so do one of the following:

- Create a behavior in the element's Specification Window.
  1. Open the element's Specification Window and click the **Behaviors** property group.



2. Click the **Create** button and then from the menu, select the behavior type.



3. In the behavior's Specification Window, specify the behavior and click **Close**.
- Right-click the element in the [Model Browser](#), on its shortcut menu, click **Create Diagram** and then click to create **Activity**, **Sequence**, **State Machine** or other behavior diagram.



#### To create an operation for the behavior

1. In the element's Specification Window, click **Behaviors** property group.
2. Click the behavior, then click the **Create Operation** button.



If the Specification property is defined already, then the **Create Operation** button is unavailable.