

# C# mapping to UML rules

In class diagrams, UML is used to represent C# elements. Class diagrams represent not only C# classes, but other C# elements such as attributes, operations.

A stereotype is an extension mechanism that broadens the vocabulary of the UML and gives more specific meaning to a C# class and other elements.

In this chapter summarizes the mapping between C# elements and UML elements in class diagrams.

## Related pages

- [C# stereotypes](#)
- [C# data type](#)
- [C# Language Properties](#)
- [C# Properties Customization](#)
- [Using Directive Mapping](#)
  
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