Using Alf to define Behaviors

Two kinds of UML Behaviors may directly have Alf bodies: Activities and Opaque Behaviors. You can edit the Alf body of either kind of Behavior using the Alf editor window. You can also edit the body of an Opaque Behavior directly through its Specification.

Related pages

- The Alf editor
- Using Alf to define Activities
- Using Alf in Opaque Behavior bodies