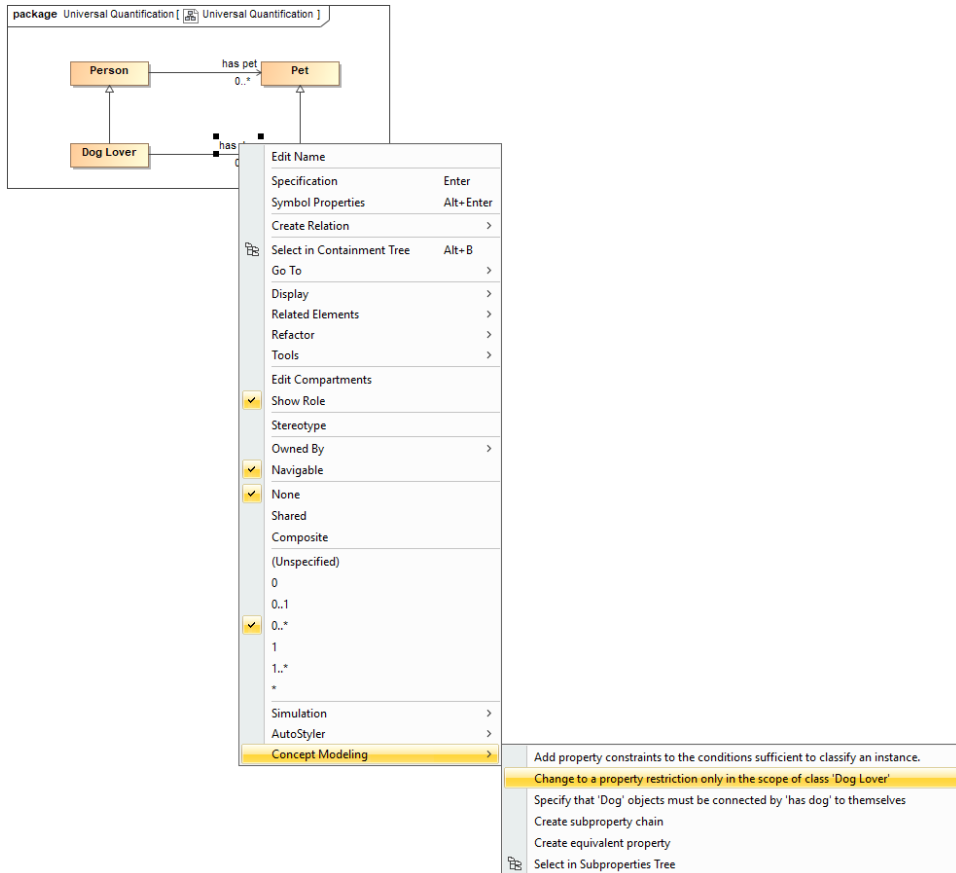


# Editing Restrictions

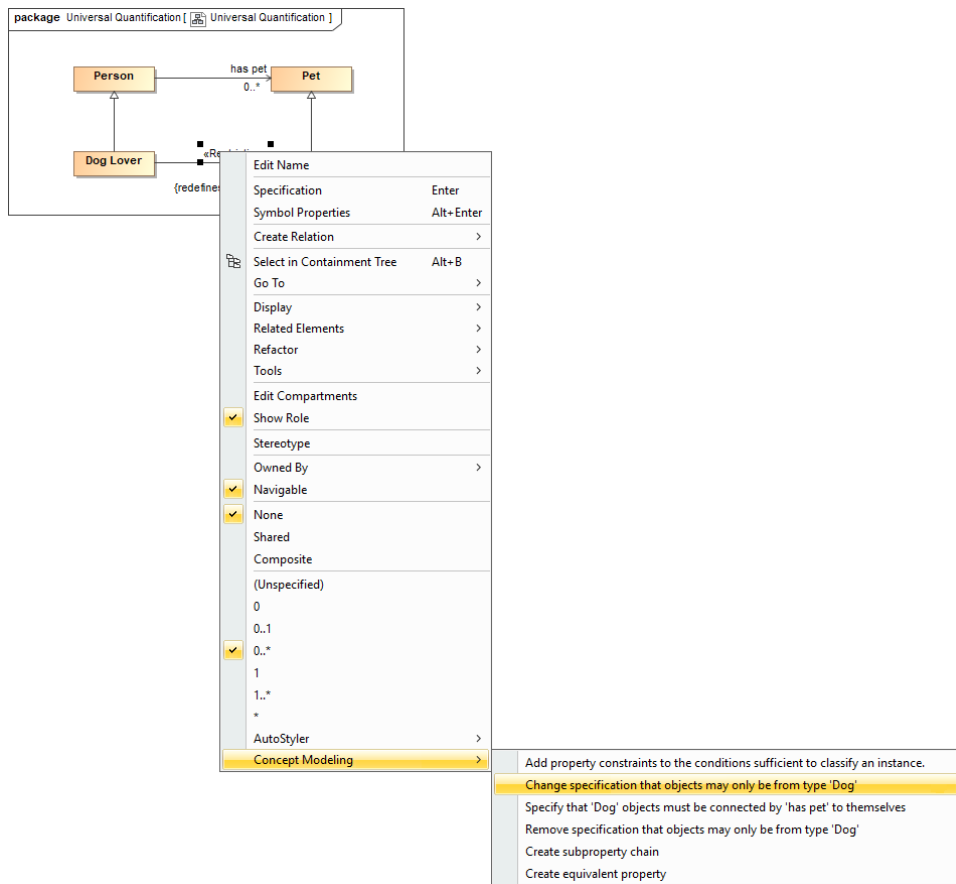
To edit a Restriction

1. Right-click on a created property, and do one of the following

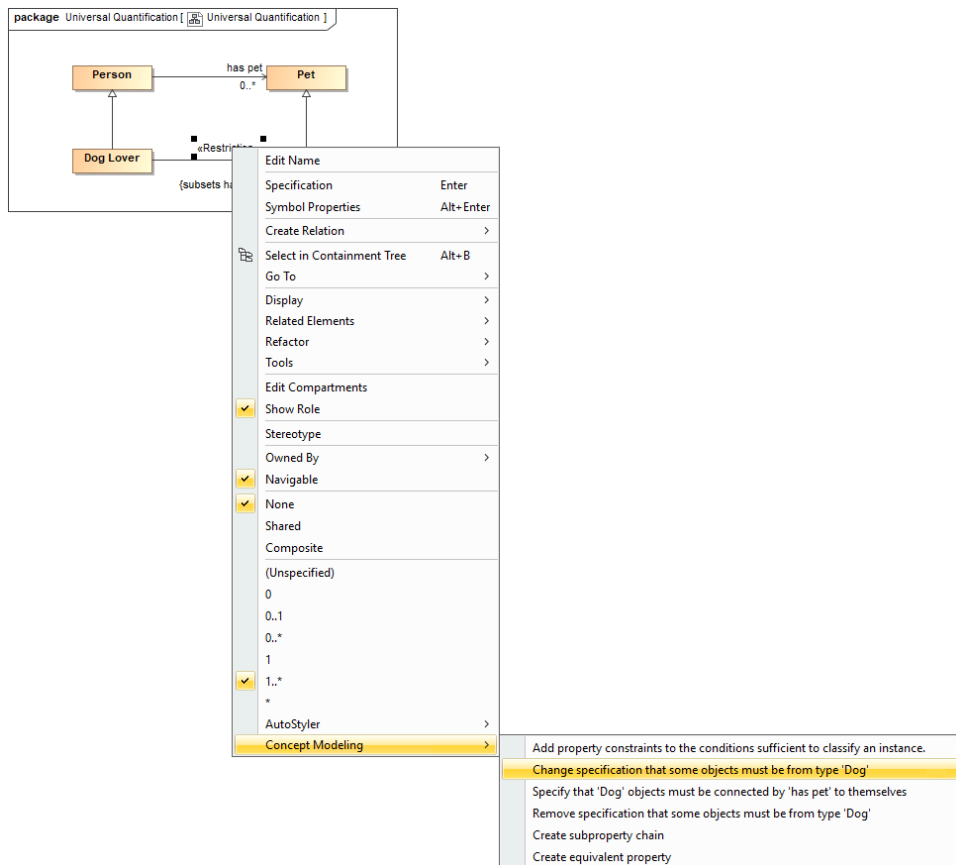
- If the created property is not currently assigned with a Restriction, select **Concept Modeling > Change to a property restriction only in the scope of class 'Dog Lover'**.



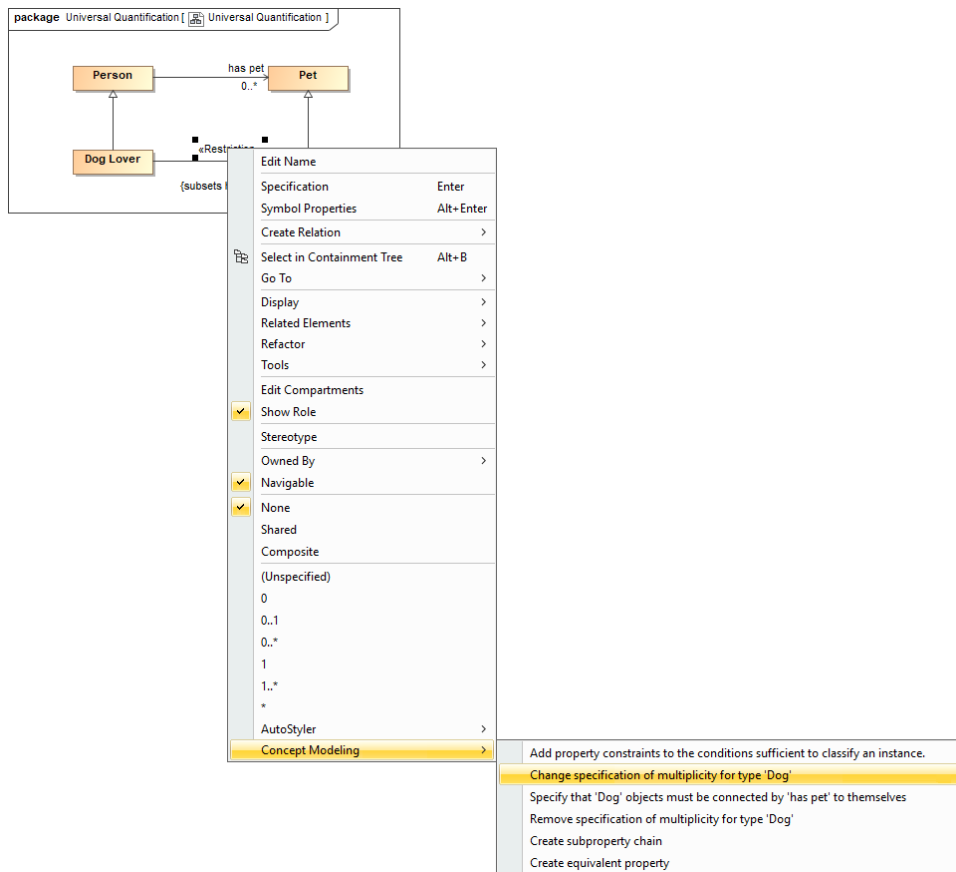
- If the created property is currently assigned with a Restriction with the lower value of multiplicity of 0, select **Concept Modeling > Change specification that objects may only be from type 'Dog'**.




- If the created property is currently assigned with a Restriction with the lower value of multiplicity of 1, select **Concept Modeling** > **Change specification that some objects must be from type '{}'**.



- If the created property is currently assigned with a Restriction with the lower value of multiplicity of 2 or more, select **Concept Modeling** > **Change specification of multiplicity for type '{}**'.

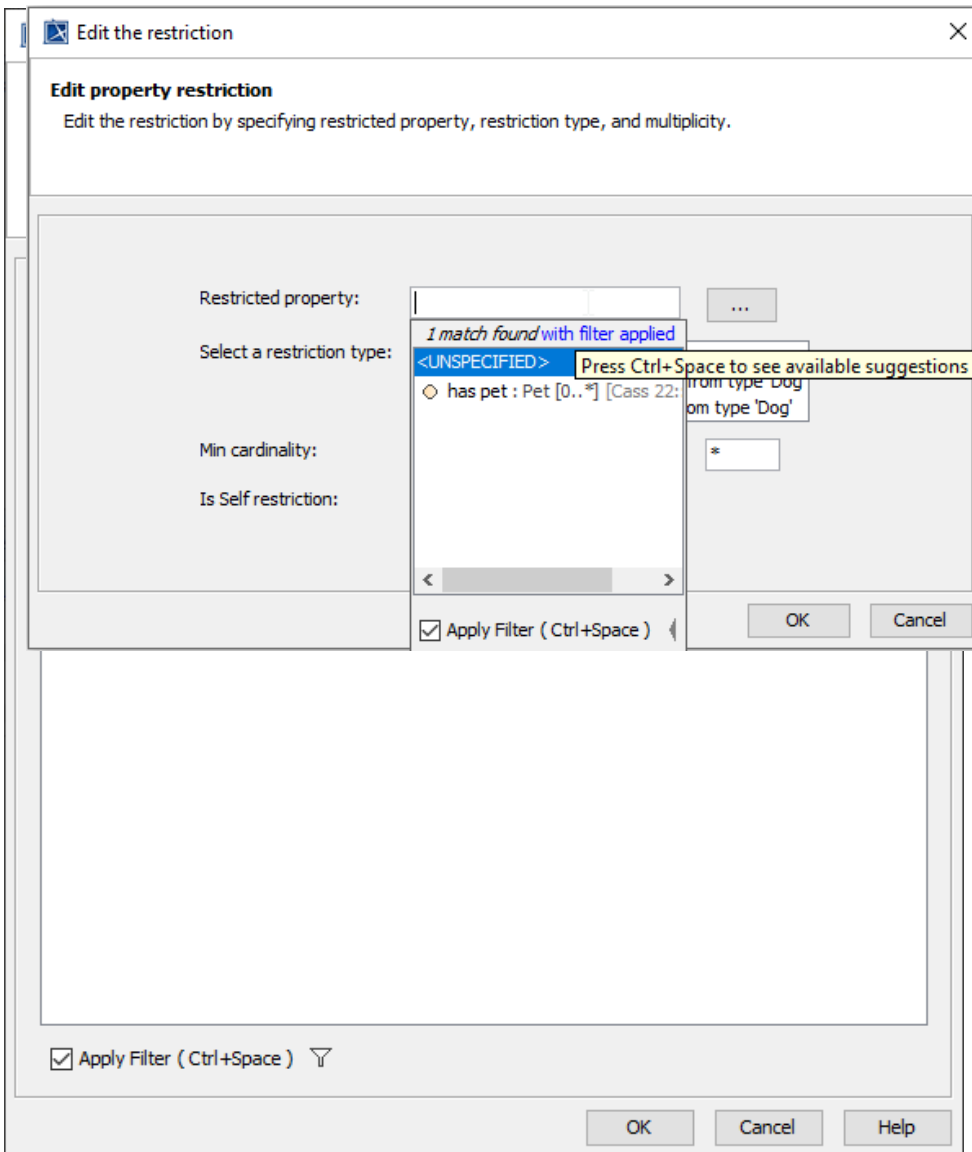


2. The **Edit the restriction** dialog opens. At the **Restricted property** option, select  to open the **Select the restricted property** dialog.

**Note**  
If you apply the «Restriction» stereotype to a non-restricting property, the **Edit the restriction** dialog will open automatically.

**Tip**

3. You can also select the restricted property from the suggestion list by pressing **CTRL + SPACE** when selecting the **Restricted property** option. In the **Select the restricted property** dialog, choose a restricted property and select **OK**.



4. From the **Select a restriction type** list, select one of the following items
- Select **Specify multiplicity for type '{0}'** for an existential quantification constraint with the lower value of multiplicity of 2 or more.
  - Select **Specify that some objects must be from type '{0}'** for an existential quantification constraint with the lower value of multiplicity of 1.
  - Select **Specify that objects may only be from type '{0}'** for a universal quantification constraint.

### Edit property restriction

Edit the restriction by specifying restricted property, restriction type, and multiplicity.

Restricted property:
...

Select a restriction type:

Specify multiplicity for type 'Dog'  
Specify that some objects must be from type 'Dog'  
Specify that objects may only be from type 'Dog'

Min cardinality:
Max cardinality:

Is Self restriction:
☐

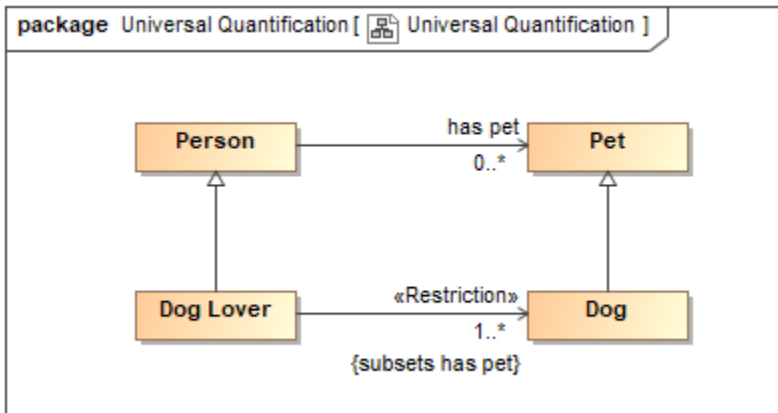
OK

Cancel

- In the **Min cardinality** and **Max cardinality** boxes, specify a lower value and higher value of multiplicity.

**Note**  
If you want to create the self Restriction, select the **Is Self restriction** option.

- Select **OK**. The Restriction will be edited according to the edited setting.



#### Related pages

- [Usage](#)
- [Restriction](#)
- [Creating Restrictions](#)
- [Removing Restrictions](#)