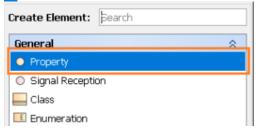
Defining an annotation property

To create a UML Property

- 1. In the Containment Tree, right-click on your desired element inside your concept model.
- 2. Select Create Element.
- 3. A menu appears like shown in the following figure. Click on Property.



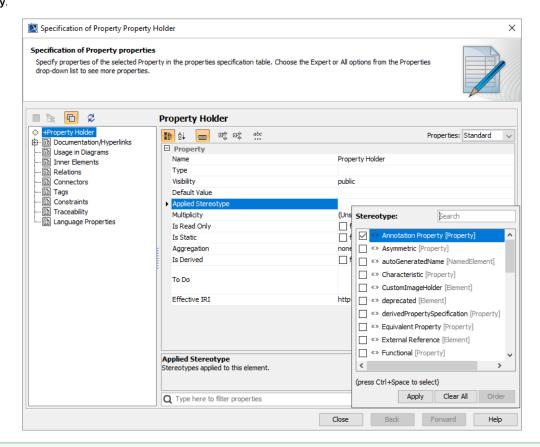
4. Name your newly created **Property** and see the result on the diagram pane.

Alternate Way to create a Property is to create an Association between two Classes, or between a Class and itself.

Concept Modeler has annotation property defined as a stereotype. You can always add Annotation Properties manually in your Concept Modeling project. The following instructions show you how to create an Annotation Property in your model.

To apply an Annotation Property stereotype for a property

- 1. Create a UML property as described above.
- 2. Double click on the property to open its specification window.
- 3. In the specification window, click the three dots at the end of the Applied Stereotype field and select Annotation Property.
- 4. Click Apply.



Alternate way using the diagram pane the man to apply the annotation property stereotype to your property is to select the property in the diagram pane and right - click so that a shortcut menu appears. Click on Stereotype, and you will see the same Stereotype dialog pop up as the one shown on the right in the figure above.



Related pages

Usage