# Assigning behavior to state

You can define a behavior to be executed correspondingly to the listed events while being in the State whenever the State is entered and exited.

To assign a behavior to a State by dragging

1. In the Model Browser, select a behavior type element (Activity, Function Behavior, Interaction, Opaque Behavior, State Machine, or Protocol State Machine) or a Signal element.
2. Drag it to the selected State on the diagram. The list of activities appears.
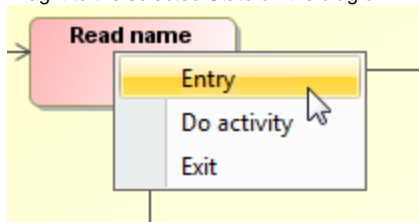
- Click a required activity.
  The behavior is assigned to the selected State's activity.

> (i) - If you drag a behavior type element (Activity, Function Behavior, Interaction, Opaque Behavior, State Machine, or Protocol State Machine), the Activity diagram under the Activity element with a Call Behavior Action element are created automatically.
>
> - If you drag a Signal element, the Activity diagram under the Activity element with a Send Signal Action element are created automatically.

To assign a behavior to a State by using the transition's Specification window

1. Open the State's Specification window.
2. In the **Entry, Do Activity**, or **Exit** category, click the **Behavior Type** property value cell. The list of available behavior types opens. Select the behavior type from the list.

> ⚠ If you do not see the **Behavior Type** property, click the **+** button near the **Entry**, **Do Activity**, or **Exit** category to expand its content.

3. According to the selected behavior type, the **Behavior Element** value is defined automatically. Additional properties **Name** and **Owned Diagram** appears. Specify these properties if it is needed.
4. Click the **Close** button after you have defined desired properties.
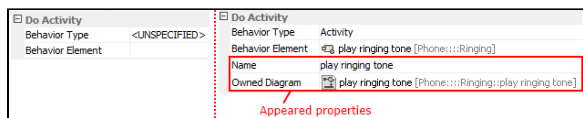
If a behavior of an Activity, Interaction, Protocol State Machine, or State Machine type is assigned to an Entry, Exit, or Do activity, a diagram for that behavior is created automatically.