Node

Any computer or device that is relevant to an implemented system can be shown as a Node. A Node symbol is a three-dimensional square with a name on it. Devices in a system are typically represented with a stereotype that specifies the device type. The nodes can be represented as types and as instances.

You can specify Node properties in the Node **Specification** window, where you can also read descriptions of each property. Descriptions are presented in the description area of the **Specification** window.

Related References

- Activity Parameter Node
- Expansion Region and Expansion Nodes
- Data store node
- Structured Activity Node
- If, Loop and Sequence Conditional Nodes
- Fork and Join Nodes

Related Pages

- Model Elements
- Specification Window