Applying Different Icons for the Same Stereotype

A modeling tool provides the ability to create a stereotype, which uses different icons depending on a stereotype "kind." For example, PseudoState can be represented by different notations that depend on PseudoStateKind.

To apply different icons on the same stereotype

1. Create an Enumeration (in our example, *supercarKind*) to define all stereotype "kinds."
2. Apply the *«iconHolder»* stereotype to the enumeration.
3. Create as many EnumerationLiterals of as many different kinds as you need (in our example, it is "*ferrari*" and "*audi*").
4. Apply stereotypes with different icons to every EnumerationLiteral (in our example, *«ferrari»* and *«audi»*).
5. Create a Stereotype (in our example, *supercar*) with a property (tag definition), with type enumeration (*supercarKind*). You could also select a default value.
6. Assign the created stereotype to an element and select one of the enumeration values in tags. A stereotyped element will change its icon to the enumeration value.

Example of applying icons.