

Use Case diagram elements

On this page

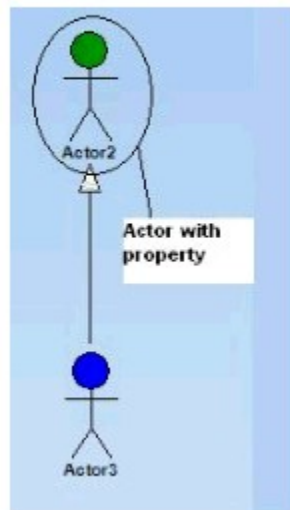
- [Actor with Properties](#)
- [Use Case with Invalid Inner Elements](#)
- [Boundary](#)

This page describes all Use Case diagram elements.

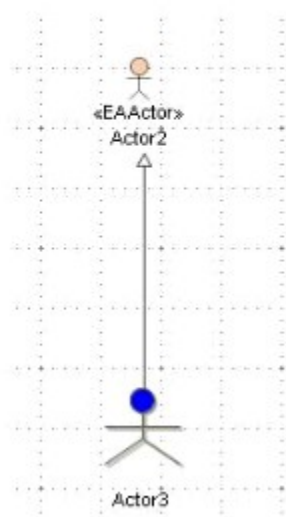
Actor with Properties

An Actor with properties will be transformed into a Class with the **EAActor** stereotype.

EA (Before Conversion)



MD (After Conversion)



An actor with properties.

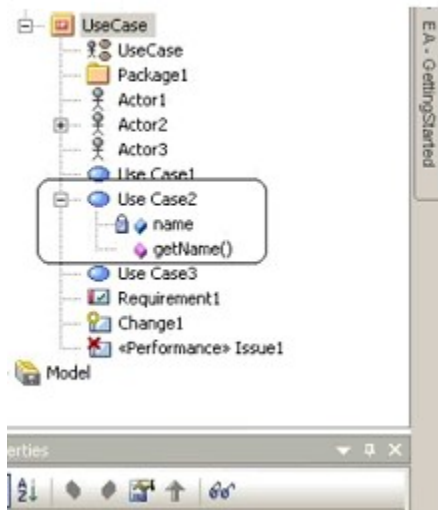
Note

An Actor that has been converted to a Class with <<EAActor>> will not display some properties (such as Fill Color) because the stereotype image will be shown instead.

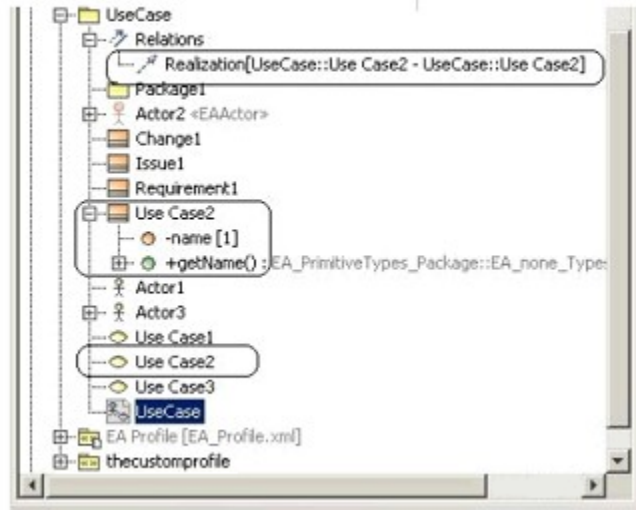
Use Case with Invalid Inner Elements

A NestedClassifier, ownedComment, ownedRule, ownedAttribute, or ownedOperation cannot be an inner element of a `uml:UseCase`. It will be moved to a new created realized Class.

EA (Before Conversion)



MD (After Conversion)

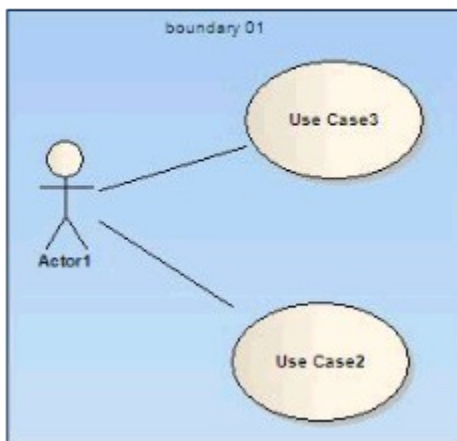


A Use Case with invalid inner elements.

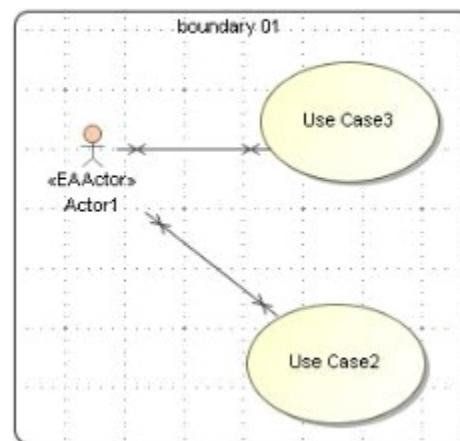
Boundary

A boundary in EA will be converted into a rectangle with rounded corners in MagicDraw. The boundary can contain inner elements. Unlike the rectangular boundary in MagicDraw, the boundary in EA will take all inner elements with it whenever it is moved.

EA (Before Conversion)



MD (After Conversion)



Boundaries.