

# Artifact

An Artifact represents a physical piece of information that is used or produced by a software development process. Examples of artifacts include models, source files, scripts, and binary executable files. An artifact may constitute the implementation of a deployable component.

To describe how an artifact is created, the model draws a [Manifestations](#) relationship, between the artifact and the elements used in its construction. All artifact manifestations are listed in the Artifact [Specification window](#), Manifestations pane. In this pane you may add new manifestations.

To be used, an artifact must be deployed, meaning, it must be placed in a location where it may be stored and used. The target of the deployment may be a node, such as an execution environment or a device, a property, or an instance specification. The relationship between the location and the artifact is defined by the [deployment](#) relationship.

## Related pages

- [UML elements](#)
- [Editing Property Values](#)
- [Specification window](#)
- [Manifestations](#)
- [Formatting symbols](#)
- [Component diagram](#)
- [Deployment diagram](#)