

# Behavior

A Behavior describes how the states of objects changes over time.

Behavior types are as follows:

- [Activity](#)
- [Function Behavior](#)
- [Interaction](#)
- [Opaque Behavior](#)
- [Protocol State Machine](#)
- [State Machine](#)

Behaviors are used:


- To [specify an Entry, Do, and Exit activities](#) of a [State](#).
- To [specify an Effect](#) of a [Transition](#).

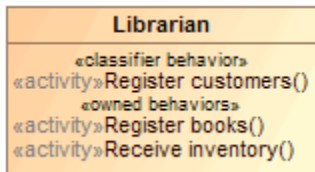
The Behaviors are displayed in the compartments of the following elements:

- [Class](#)
- [Component](#)
- [Stereotype](#)
- [Node](#)
- [Actor](#)
- [Use Case](#)
- [Collaboration](#)
- [Interaction](#)
- [State Machine](#)
- [Activity](#)
- [Opaque Behavior](#)
- [Association Class](#)

Behaviors are divided into two groups:

- classifier Behaviors and
- owned Behaviors.

 Keep in mind that the **classifier** Behavior group can have only **one** Behavior.



## Working With Behavior

- [Assigning Behaviors](#)
- [Assigning Behavior diagrams automatically](#)

## Related Pages

- [Formatting Symbols](#)
- [Customizing Environment Options](#)
- [Specification Window](#)
- [Model Elements](#)

## Related Diagrams

- [Activity](#)
- [Sequence](#)
- [State Machine](#)
- [Protocol State Machine](#)