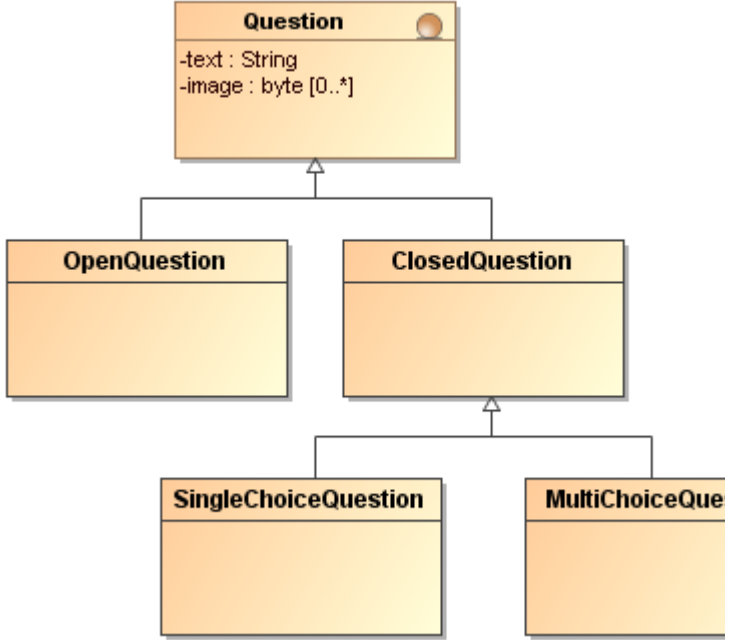
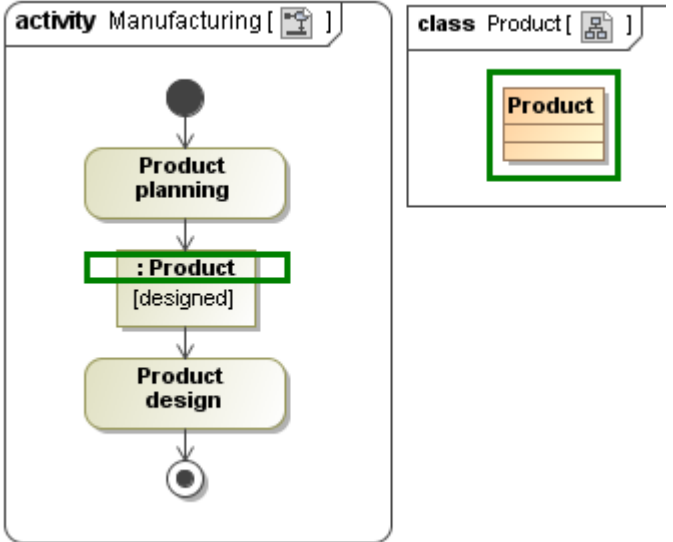
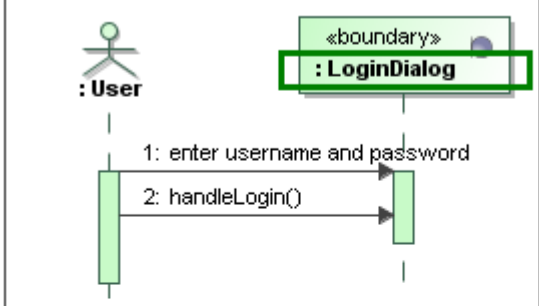
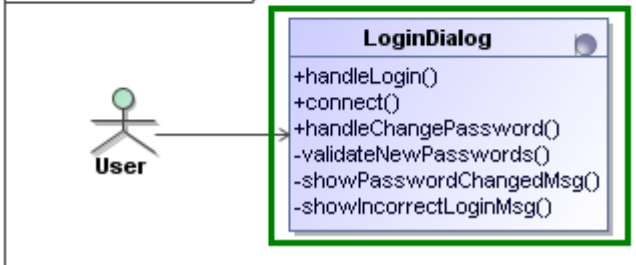


Other traceability relations

Property Name	Description	Applied For:	Reference Through:	Value elements type	Example
Base Classifier, All General Classifiers	The Base Classifier property gathers classifiers from which the current element directly inherits. The All General Classifiers property gathers classifiers from which the current element directly or indirectly inherits.	Classifier	Relationships: Generalization.	Classifier	 <pre> classDiagram class Question { -text : String -image : byte [0..*] } class OpenQuestion class ClosedQuestion class SingleChoiceQuestion class MultiChoiceQuestion Question < -- OpenQuestion Question < -- ClosedQuestion ClosedQuestion < -- SingleChoiceQuestion ClosedQuestion < -- MultiChoiceQuestion </pre>
Participates in Activity	The property shows either the activities wherein the classifier is used as an object type, or the activities that are owned by the classifier.	Classifier	Property Chain	Activity	 <pre> classDiagram class Product class Manufacturing { <<activity>> Product planning : Product [designed] Product design } Manufacturing --> Product </pre>

Participates in Interaction	The property shows either the interactions wherein the classifier is used as an object type, or the interactions that are owned by the classifier.	Classifier	Property Chain	Interaction	interaction Login [📄] «boundary» : LoginDialog : User 1: enter username and password 2: handleLogin() package Design [📁] User LoginDialog +handleLogin() +connect() +handleChangePassword() -validateNewPasswords() -showPasswordChangedMsg() -showIncorrectLoginMsg()																				
Describing Behavior	The property gathers behavior diagrams (state, activity, sequence, communication, and interaction) that describe the use case.	Use Case	Properties: ownedBehavior or Tags: Exceptional Flow of Events Diagrams, Basic Flow of Events Diagrams, Alternative Flow of Events Diagrams.	State, Activity, Sequence, Communication, and Interaction Diagrams	«Use Case» Take Test Requirements Use Case <table><tr><td>Name</td><td>Take Test</td></tr><tr><td>Subject</td><td></td></tr><tr><td>Owned Behavior</td><td>Take Test [Requirements::Magic]</td></tr><tr><td>To Do</td><td></td></tr><tr><td>UC Owner Number</td><td></td></tr><tr><td colspan="2">+ Description</td></tr><tr><td colspan="2">+ General</td></tr><tr><td colspan="2">- Scenarios</td></tr><tr><td>Basic Flow of Events</td><td></td></tr><tr><td>Basic Flow of Events Diagram</td><td>Take Test [Requirements::Magic]</td></tr></table>	Name	Take Test	Subject		Owned Behavior	Take Test [Requirements::Magic]	To Do		UC Owner Number		+ Description		+ General		- Scenarios		Basic Flow of Events		Basic Flow of Events Diagram	Take Test [Requirements::Magic]
Name	Take Test																								
Subject																									
Owned Behavior	Take Test [Requirements::Magic]																								
To Do																									
UC Owner Number																									
+ Description																									
+ General																									
- Scenarios																									
Basic Flow of Events																									
Basic Flow of Events Diagram	Take Test [Requirements::Magic]																								
Specific Classifier	The property shows directly inherited classifiers.	Classifier	Relationships: Generalizations.	Classifier	Question -text : String -image : byte [0..*] OpenQuestion ClosedQuestion																				

All Specific Classifiers	The property gathers directly or indirectly inherited classifiers.	Classifier	Relationships: Generalization.	Classifier	<pre>classDiagram class Question { -text : String -image : byte [0..*] } class OpenQuestion class ClosedQuestion class SingleChoiceQuestion class MultiChoiceQuestion Question < -- OpenQuestion Question < -- ClosedQuestion ClosedQuestion < -- SingleChoiceQuestion ClosedQuestion < -- MultiChoiceQuestion</pre>
Used Classifier	The property gathers what classifiers are used in the activity as object types, or the classifier that owns the activity.	Activity	Property Chain	Classifier	<pre>graph TD Start(()) --> Planning([Product planning]) Planning --> ProductObj[": Product [designed]"] ProductObj --> Design([Product design]) Design --> End((()))</pre> <pre>classDiagram class Product { } Product --> ProductObj["Product"]</pre>

Used Classifier	The property gathers what classifiers are used in the activity as object types, or the classifier that owns the activity.	InterAction	Property Chain	Classi	interaction Login []  package Design [] 														
Described Use Case	The property shows the described use cases by behavior or behavior diagram.	State, Activity, Sequence, Communication, and Interaction Diagrams	Properties: ownedBehavi or Tags: Exceptional Flow of Events Diagrams, Basic Flow of Events Diagrams, Alternative Flow of Events Diagrams.	Use Case	«Use Case» Take Test Requirements Use Case <table><tr><td>Name</td><td>Take Test</td></tr><tr><td>Subject</td><td></td></tr><tr><td>Owned Behavior</td><td> Take Test [Requirements::Magik</td></tr><tr><td>To Do</td><td></td></tr><tr><td>UC Owner Number</td><td></td></tr></table> + Description + General - Scenarios <table><tr><td>Basic Flow of Events</td><td></td></tr><tr><td>Basic Flow of Events Diagram</td><td> Take Test [Requirements::Magik</td></tr></table>	Name	Take Test	Subject		Owned Behavior	 Take Test [Requirements::Magik	To Do		UC Owner Number		Basic Flow of Events		Basic Flow of Events Diagram	 Take Test [Requirements::Magik
Name	Take Test																		
Subject																			
Owned Behavior	 Take Test [Requirements::Magik																		
To Do																			
UC Owner Number																			
Basic Flow of Events																			
Basic Flow of Events Diagram	 Take Test [Requirements::Magik																		