

Using Alf to define Behaviors

Two kinds of UML Behaviors may directly have Alf bodies: Activities and Opaque Behaviors. You can edit the Alf body of either kind of Behavior using the [Alf editor](#) window. You can also edit the body of an Opaque Behavior directly through its Specification.

Related pages

- [The Alf editor](#)
- [Using Alf to define Activities](#)
- [Using Alf in Opaque Behavior bodies](#)