# Call Behavior Action

On this page

Description

The Call Behavior Action invokes a Behavior directly rather than invoking a behavioral feature that, in turn, causes the Behavior. The argument values of the Action are available to the execution of the invoked Behavior. The execution of the Call Behavior Action waits until the execution of the invoked Behavior is completed and a result is returned on its Output Pin. In particular, the invoked Behavior can be an Activity.

Assigning a Behavior to the Call Behavior Action

To assign a Behavior to the Call Behavior Action, do one of the following

- On the Activity diagram palette, click [icon]. An Activity will be created automatically on a Call Behavior Action creation.
- Open the Specification window of the Call Behavior Action, and click the cell of the **Behavior** property value. Then click [icon] and, in the opened dialog, select the Behavior. Click **OK** when you are finished.
- On the Activity diagram, right-click the Call Behavior Action shape. On the shortcut menu, click **Behavior,** and then click to select a Behavior that you wish to assign on the element.
- On the Activity diagram, click a Call Behavior Action shape, and then, on the smart manipulator toolbar, click ⁝ . In the opened list, select the Behavior.
- On the Activity diagram, click a Call Behavior Action shape, and then press Ctrl+T. In the opened list, select the Behavior.
- On the diagram, click a Call Behavior Action shape, then click the name area. Type the ":" colon, and then type the existing Behavior name. Press **Enter,** or click anywhere on the diagram. The Behavior is created and assigned.

> ⓘ Type the ":" colon, then press Ctrl+Space or Ctrl+Backspace and then, in the opened list, select the Behavior.

- Drag a Behavior from the Containment tree onto the Call Behavior Action shape on the diagram. The Behavior is assigned to the Call Behavior Action.

> ⚠
> - Double click the Call Behavior Action with the assigned Behavior - the Behavior Specification window opens, or, if the assigned Behavior is a diagram, the diagram opens in the same diagram tab.

Creating a new diagram for the Call Behavior Action

- The rake icon [icon] is displayed on the shape if the Call Behavior Action refers to another Activity diagram. The rake icon is not shown by

To create a new diagram for the Call Behavior Action, do one of the following default, therefore, you need to set the **Show Rake Icon** property value to *true* in the **Symbol Properties** dialog.

- A parameter is created automatically for each newly created Pin on the Call Behavior Action. The parameter's name, type, direction, and multiplicity are synchronized with the Pin name, type, direction, and multiplicity.

- On the Activity diagram, click the Call Behavior Action shape, and then, on the smart manipulator toolbar, click   .The new Activity diagram Note that a parameter for the Call Behavior Action is created automatically if opens in the same diagram tab.
  - the Call Behavior Action has the Behavior assigned.
  - the Behavior is editable.

> ⓘ

- On the Activity diagram, right-click the Call Behavior Action shape, point to **Create Diagram,** and then point to a diagram type.

Changing the Name Display Mode on the Call Behavior Action symbol

To change the Name Display Mode on the Call Behavior Action symbol

- The name of the new Activity diagram is the same as the name of the Call Behavior Action.
- If a Behavior was already assigned for the Call Behavior Action, a new Activity diagram under the Behavior will be created. This is valid if the Behavior is Activity.
- If Pin(s) are created on the Call Behavior Action, then the parameters for these Pins are created in a newly created activity. Pins are synchronized with the created parameters, i.e., the Pin name, type, and multiplicity are synchronized with the parameter name, type, and multiplicity.
- If parameters are created for a new Activity, then Activity parameter Nodes are created in a new Activity diagram and displayed on the Activity diagram frame.

- Right-click the Call Behavior Action and select the **Symbol Properties** command.
- In the **Symbol Properties dialog**, find the **Name Display Mode** property.
- Select one of the following value:
  - **Show Action Name** (default behavior for UPDM projects) - to show action name.
  - **Show Behavior Name** to show behavior name.
  - **Show Both** - to show action and behavior names.
  - **Show Both or Behavior Name** (default) - to show only the behavior name if the action name is not specified, or if the action name matches the behavior name.
- Click **Close**.
  The selected name is shown on the Call Behavior Action symbol.

Related pages

- Model Elements
- Behavior
- Action
- Activity diagram