



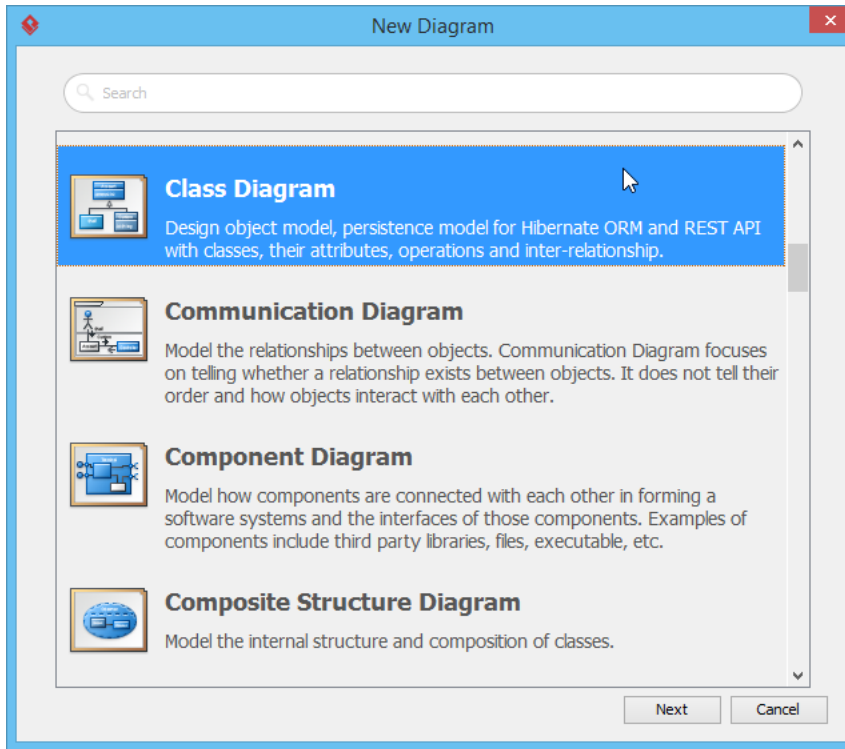
How to Edit an Attribute's Initial Value

Written Date : August 16, 2010

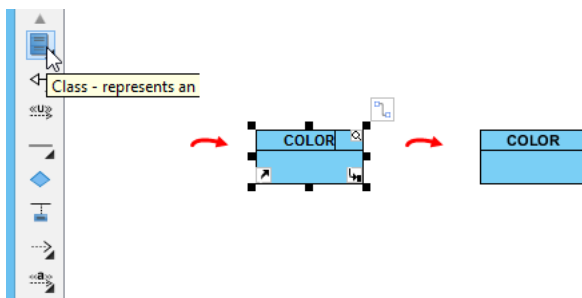
1. Create a new project by selecting **Project > New** from the application toolbar. In the **New Project** window, enter *A Simple Model* as the project name and click **Create Blank Project**.

A screenshot of the "New Project" dialog box. The title bar reads "New Project" with a close button on the right. The main area contains the text "Create New Project" and "Create a new project by filling in the following information." Below this are four input fields: "Name:" with the text "A Simple Model", "Author:" with the text "John", "Data type set:" with a dropdown menu showing "UML", and "Description:" with a large empty text area. At the bottom left, there is a checkbox labeled "Advanced Options" which is currently unchecked. At the bottom right, there are two buttons: "Create Blank Project" and "Cancel".

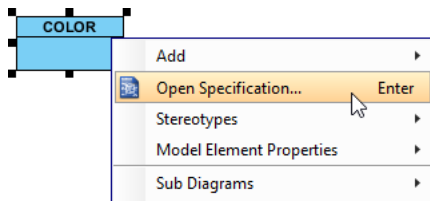
2. Create a class diagram by selecting **Diagram > New** from the application toolbar. Select **Class Diagram** and click **Next**.



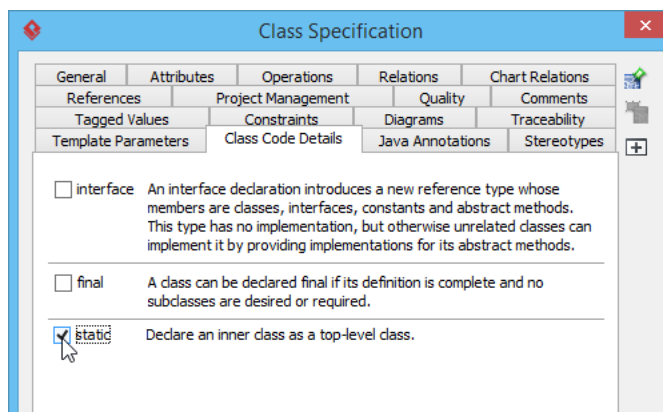
3. Click **OK** to confirm.
4. Create a class by selecting **Class** from the diagram toolbar in advance and clicking it on the diagram. Name it **COLOR**. In some programming languages, a constant class is named in uppercase.



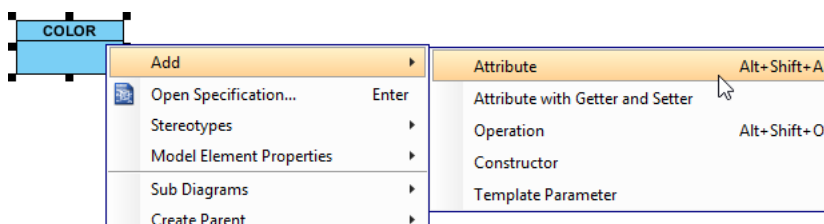
- Although *COLOR* is a constant class, you can set it to be a static class. Right-click on the class and select **Open Specification...** from the pop-up menu.



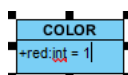
- In the **Class Specification** window, open the **Class Code Details** tab and check **final** and **static**. Next, click the **OK** button.



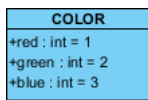
- COLOR* contains several attributes for different colors. Let's create an attribute for red. Right-click on *COLOR* and select **Add > Attribute** from the pop-up menu.



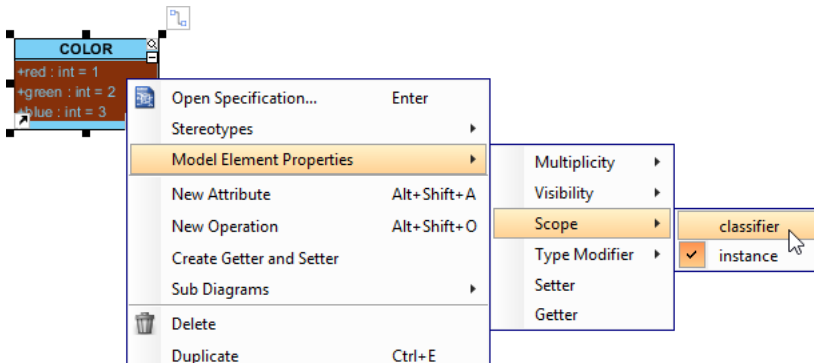
- Enter `+red : int = 1` and press **Enter** to confirm. Entering `+` means you set it as public, thereby, it becomes accessible to other classes. Here `red` is the name of the attribute while `1` is the default value.



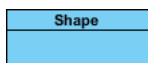
9. Similarly, enter *green : int = 2* and *blue : int = 3* respectively. The image below shows the result:



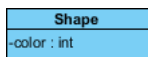
10. Since the three colors are static, you'd better set their scope to be a classifier. Select all three attributes, right-click on them, and select **Model Element Properties > Scope > Classifier** from the pop-up menu.



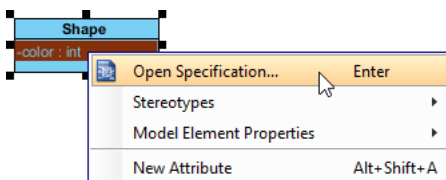
11. Now, create another class through the diagram toolbar and name it *Shape*.



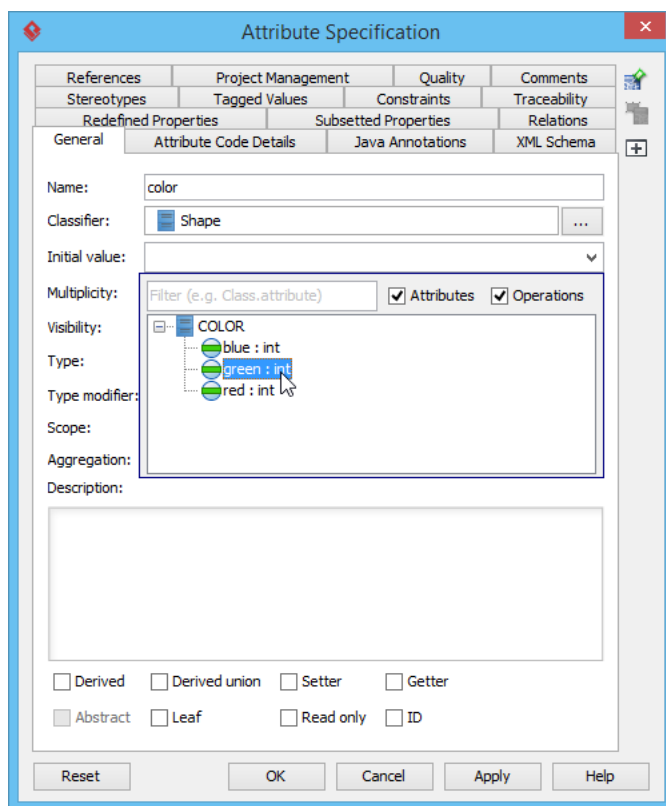
12. Add an attribute and then name it *color : int*, press **Enter**, and then **Esc** to confirm.



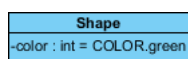
13. Let's customize the default color of the shape as green. You have to set the initial color for the color attributes as *COLOR.green* in advance. Right-click on the attribute *color* and select **Open Specification...** from the pop-up menu.



14. In the **Attribute Specification** window, open the **General** tab. Press the upside-down arrow in the **Initial value** field to select *green : int* in the tree. Click **OK** to close the specification window. Note that only public attributes are available to select as the initial color.



The result of the *Shape* class is shown as follows:



Related Links

- [Full set of UML tools and UML diagrams](#)



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