

# Comments

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Comments are vital to better understand UML models. This section shows how to include comments in Poseidon.

## Comments

Sometimes a diagram requires a bit of extra explanation. This information is not a part of the final code, yet it helps the viewer better understand the diagram. This information can be included in a comment element. Comments are extra notes that are included and displayed in a diagram. These comments can be added to almost any element including other comments, or they can stand alone in the diagram. Comments cannot be added to relationships, transitions, or shapes created with drawing tools in any diagram, and objects in sequence diagrams.

Comments are ignored by the code generator; therefore they are never seen in the code output.

### To add a comment to a diagram:

1. Click the Comment button in the diagram toolbar.
2. Position the crosshairs in the diagram and click to place the comment in the diagram. At this point it is a freestanding comment that is not connected to any element.

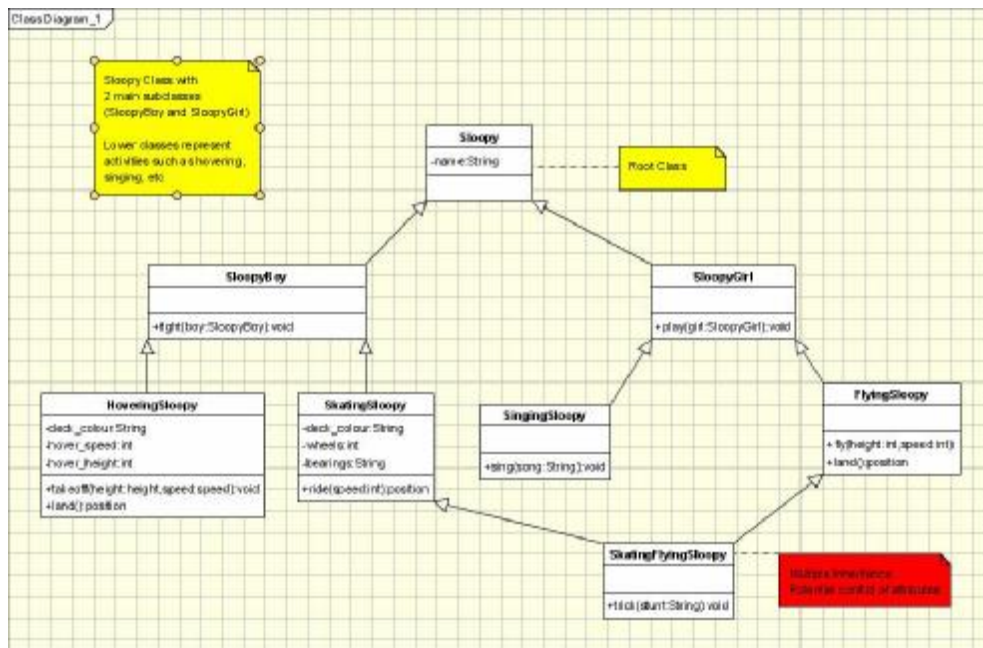
### To connect a comment to an element using the toolbar buttons:

1. Click the Connect Comment button from the toolbar.
2. Place the crosshairs over the comment to be connected. Click and hold the mouse button.
3. Drag the crosshairs to the element to be connected. Release the mouse button.

### To connect a comment to an element using the rapid buttons:

1. Click one of the rapid buttons around the comment to be attached. Hold the mouse button down.
2. Drag the crosshairs to the element to be connected.
3. Release the mouse button.

You can either use the 'select' tool to make the comment the current active element and then begin typing, or double-click to open the editable text field. Just as with any other element, notes can be resized with its handles and the colour can be changed through the style panel of the Details pane. This makes it easy to introduce a colour-coding scheme to diagram notations.



**Figure 1:** Comments in Poseidon

The figure above shows an UML diagram with three comments. Two are connected to classes (*Sloop* and *SkatingFlyingSloop*, respectively), while one is disconnected.



This section demonstrated the importance of comments, which improve the understanding of UML models. Poseidon comments were dealt with in detail and examples have been shown.