

Non Model Elements



Non Model Elements such as graphical artefacts and text are helpful to better understand UML models. This section shows how to include non-model elements in Poseidon.






Non Model Elements

In order to increase the understandability of a project for human readers a range of so called non model elements have been introduced in Poseidon. Their purpose is to clarify and enhance models, even though they are not a part of the UML specification.

Non model elements are basically drawing tools, such as text, circles, rectangles, polygons and polylines.

Drawing Tools

The set of tools which appears at the end of the toolbar are for general drawing purposes. With these tools you can add other graphical elements such as shapes to your diagram. You should keep in mind that, although useful sometimes, these graphics are not part of UML; therefore, they don't show up in the model tree in the Navigation pane.

- | | | |
|---|------------------|---|
|  | Text | Click in the diagram area and begin typing to create a text object. |
|  | Circle | Click in the diagram area and drag the mouse to create an ellipse. |
|  | Rectangle | Click in the diagram area and drag the mouse to create a rectangle. |
|  | Polygon | Click once everywhere the polygon is to have a corner. Double-click the last corner to close and render the polygon. |
|  | Polyline | Click in the diagram area and to create a waypoint. Click again to create another waypoint and a line between them. A connected line can be added by clicking to add a third waypoint. Double-click the last waypoint to cease the addition of lines. |

Toggle Between Editing Modes

Two modes of editing are available for modifying shapes. You can switch between modes by double-clicking on a shape.

The first is a resize mode, which allows you to change the size of the shape by dragging the handles (gold circles) that surround the shape. Dragging one of the

corner handles enlarges and shrinks the shape without changing its proportions. Dragging the side handles expand and compress the shape.

The second editing mode is available for all shapes except circles. It allows you to add, remove, and move waypoints to change the shape of the element. For example, you can create a rectangle, double-click on it, and then add a waypoint to create a new polygon.

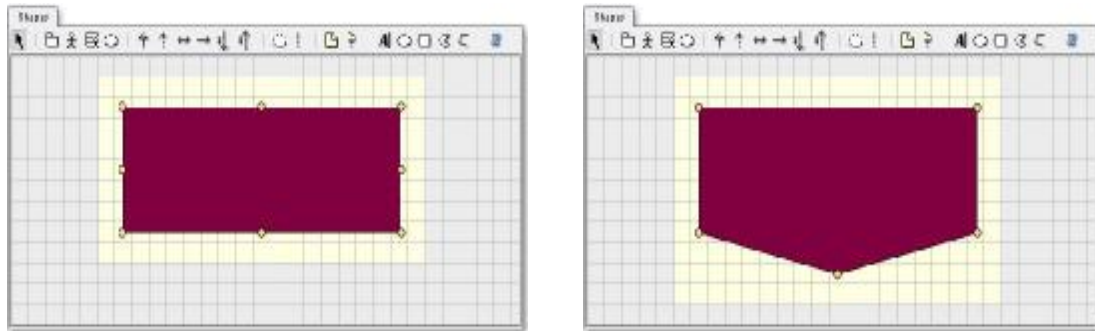


Figure 1: Adding a Waypoint to a Rectangle

Close Shape

Once a shape has been drawn with the line tool, it is possible to close the shape automatically to create a polygon. Select the shape and open the 'style' tab of the Details pane. Check the box titled, 'Close Shape'. The shape can be reopened by un-checking the same box.

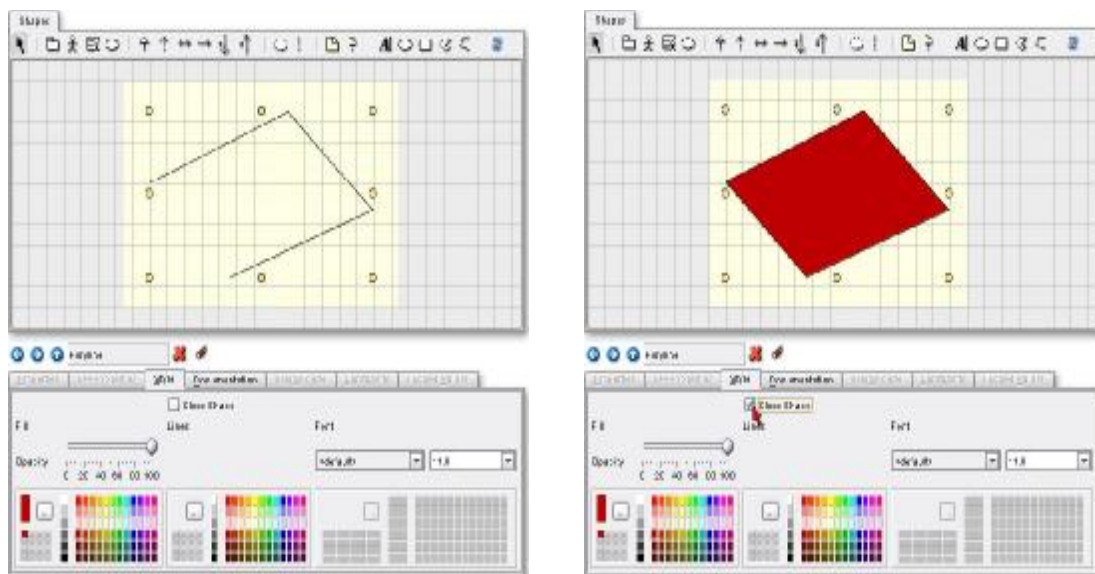


Figure 2: Open and Closed Lines

Opacity

Fill colours can be applied from the Style tab of the Details pane. It may be advantageous to change the opacity of this fill at times. Fortunately, this is very easily accomplished. Simply select the figure that will have a different opacity and use the slider bar within the 'style' tab of the Details pane.

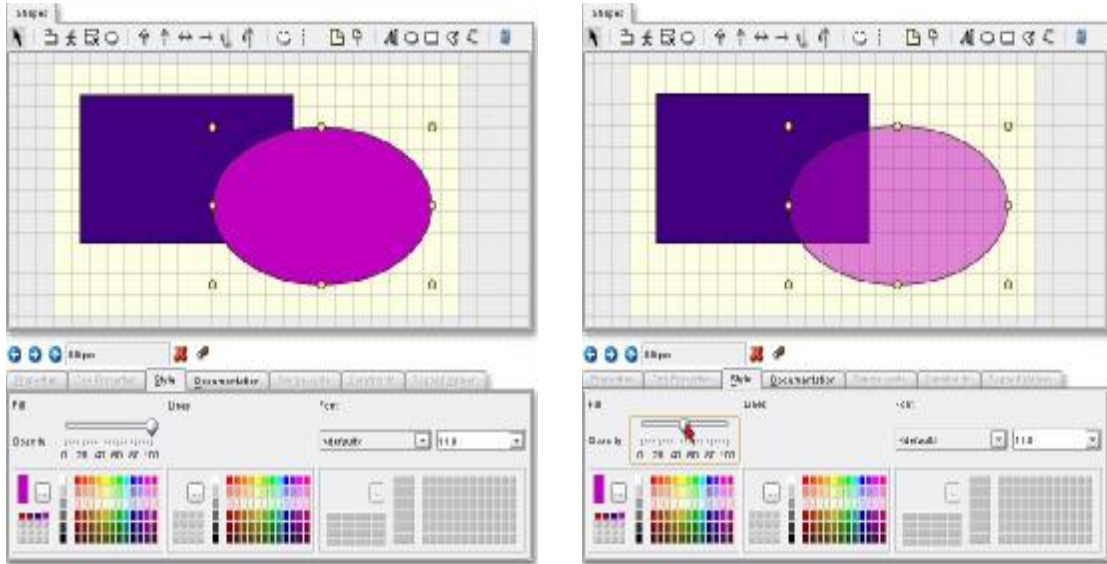


Figure 3: Changing Opacity

Waypoints

Once a line or polygon has been created, the shape can be altered by creating and moving a waypoint, much in the same way that connections between elements can be edited. Click on the perimeter and move the resulting gold circle to create an 'elbow'. In this same vein, waypoints can be deleted by selecting and dragging them over an existing waypoint or endpoint.



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