











Drawing an Activity Diagram

Using the Designer, behavior of classes can be defined by using

- [mapping diagrams](#)
- [activity diagrams](#)
- [action scripts](#)

-  Final Node
 -  Local Variable
 -  Activity Decision
 -  Throw Exception
 -  Activity Literal
 -  Comment
 -  Mapping
 -  ActionScript
 -  Activity
-
-  Collapse

The following pages describe how to implement a class operation using the **activity editor**.

For more information about activity diagrams in general, and how they can be used, refer to [Modeling Activities](#) in the [PAS Designer User Guide](#).

Related Pages:

- [Supported UML Elements](#)
- [Adding a Decision](#)
- [Implementing a Loop](#)
- [Throwing a User-defined Error](#)
- [Catching Errors](#)
- [Transforming Data on an Object Flow](#)

Related Documentation:

- [PAS Designer User Guide](#)
 - [Modeling Activities](#)