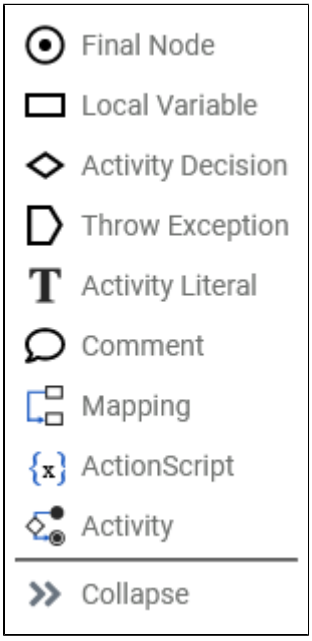
Drawing an Activity Diagram

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

- mapping diagrams
- activity diagrams
- action scripts



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