Visual Paradigm

# How to Edit an Attribute's Initial Value

Written Date : August 16, 2010

Initial value defines the default value for attribute when the owning object is instantiated. You can give a text value for initial value, or select a public attribute from other classes. In this tutorial, you can study how to define default value for attribute of a class and then share the same default value with another class.

---

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

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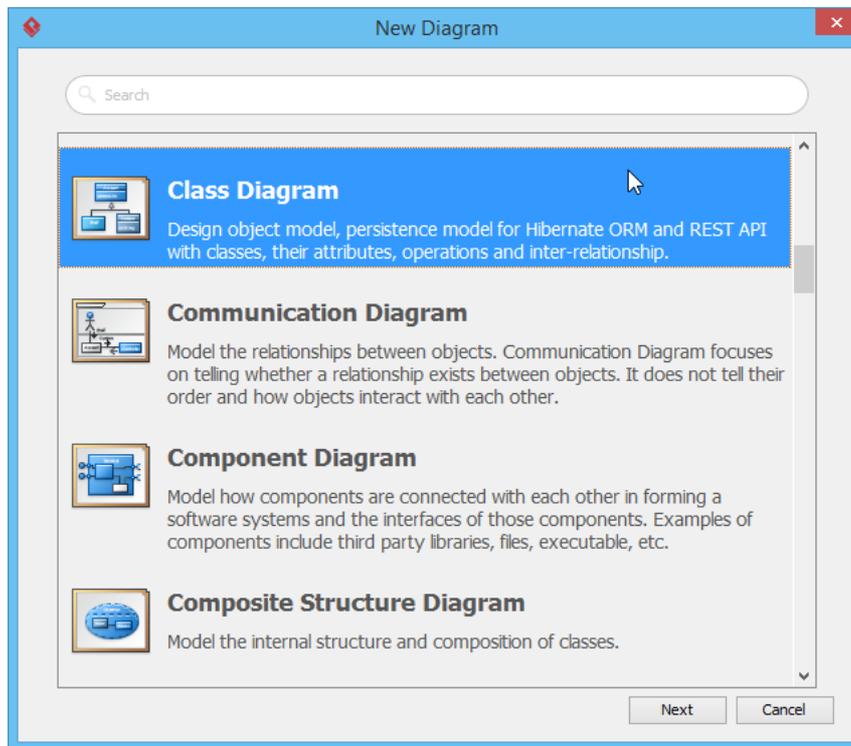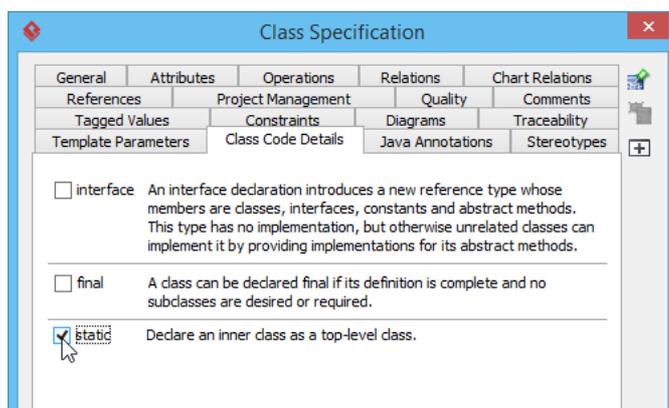

3. Click **OK** to confirm.

4. Create a class by selecting **Class** from the diagram toolbar in advance and clicking it on the diagram. Name it as *COLOR*. In some programming languages, a constant class is named in upper case.
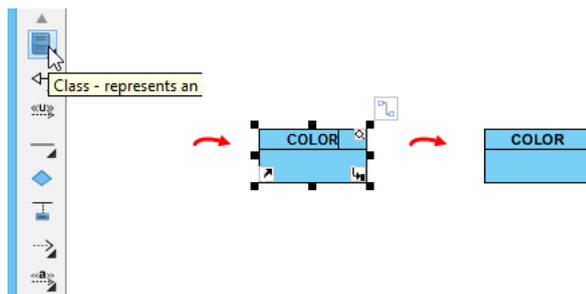
5. Although *COLOR* is constant class, you can set it to be a static class. Right-click on the class and select **Open Specification...** from the pop-up menu.
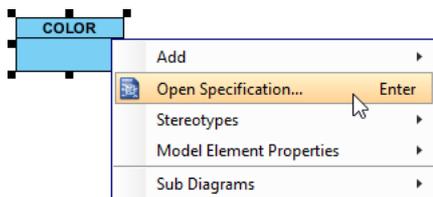
6. In the **Class Specification** window, open **Class Code Details** tab and check **final** and **static**. Next, click **OK** button.

7. *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.
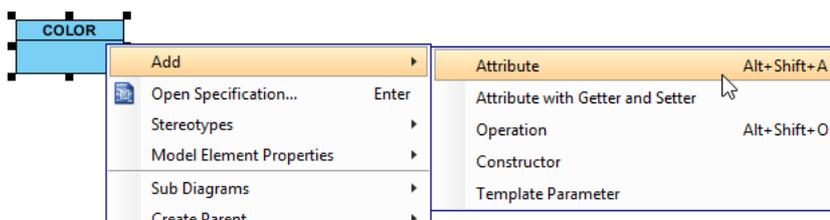
8. Enter *+red : int = 1* and press **Enter** to confirm. Entering + means you set it as public, thereby, it becomes accessible to other classes. Here *red* is the name of attribute while *1* is the default value.
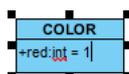
9.   Similarly, enter *green : int = 2* and *blue : int = 3* respectively. The image below shows the result:

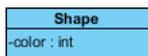| COLOR |
|---|
| +red : int = 1 |
| +green : int = 2 |
| +blue : int = 3 |
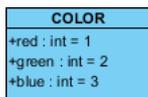
10. Since the three colors are static, you'd better set their scope to be classifier. Select all the three attributes, right-click on them and select **Model Element Properties** > **Scope** > **Classifier** from the pop-up menu.
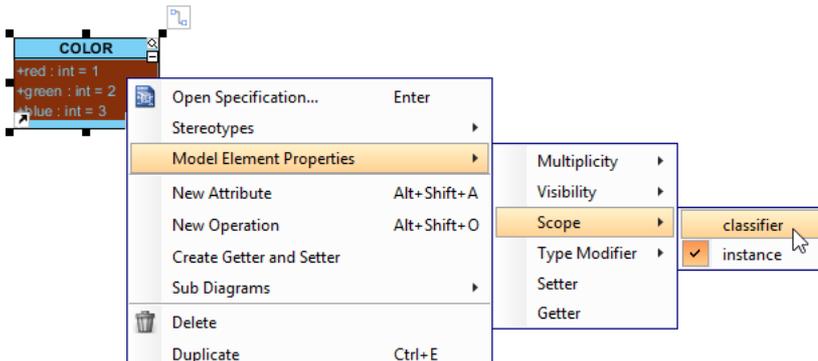
11. Now, create another class through diagram toolbar and name it as *Shape*.
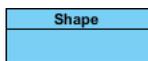
Shape

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

Shape
-color : int

13. Let's customize the default color of 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.
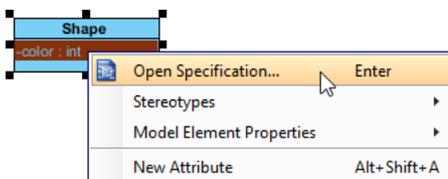
14. In the **Attribute Specification** window, open **General** tab. Press the upside down arrow in the **Initial value** field to select *green : int* in the tree. Click **OK** to close the specification window. Note that only public attributes are available to select as the initial color.
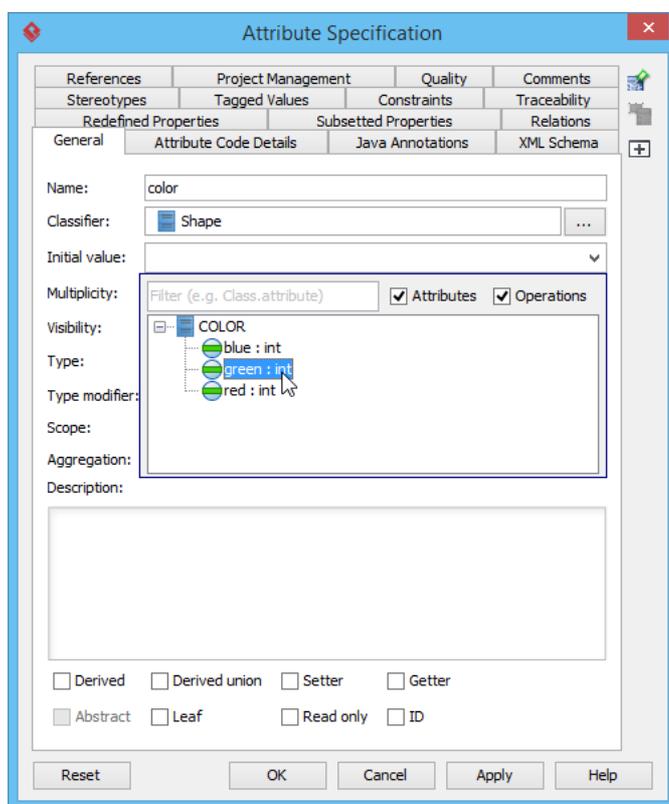
The result of *Shape* class is shown as follows:
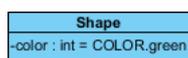
Related Links

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

Visual Paradigm

Visual Paradigm home page
(https://www.visual-paradigm.com/)

Visual Paradigm tutorials
(https://www.visual-paradigm.com/tutorials/)