

Create New Method

UML Class diagram - Context menu of a node element | New | Constructor
Alt+Insert

| Item | Description |
|-------------------|---|
| Name | Use this field to modify the method name. |
| Return type | Use this field to modify the method return type. <div style="border: 1px solid gray; padding: 5px; margin-top: 10px;"><p>Code completion (Ctrl+Space) is available in this field, in the Type column of the Parameters area, and in the exception type list in the Exceptions area.</p></div> |
| Parameters | |
| Type | Specify the parameter type. Note that code completion works here. As you type, the suggestion list shrinks to show the matching options. Non-existent type is marked as a syntax error. |
| Name | Specify the parameter name. |
| Add/Remove | Use these buttons to add/remove parameters. |
| Move Up/Down | Use these buttons to reorder parameters by moving them up or down in the parameter list. |
| Visibility | Select one of the options to change visibility scope of the method. |
| Abstract | If this check box is selected, the <code>abstract</code> modifier is added to the method signature. |
| Exceptions | |
| Add/Remove | Use these buttons to add/remove exceptions thrown by the method. For each new exception, specify its type. |
| Move Up/Down | Use these buttons to reorder exceptions by moving them up or down in the list. |
| Signature Preview | This read-only area shows the draft method signature as you fill in the dialog fields. |

See Also

Procedures:

- [Creating Node Elements and Members](#)

Reference:

- [Class Diagram Toolbar and Context Menu](#)

Web Resources:

