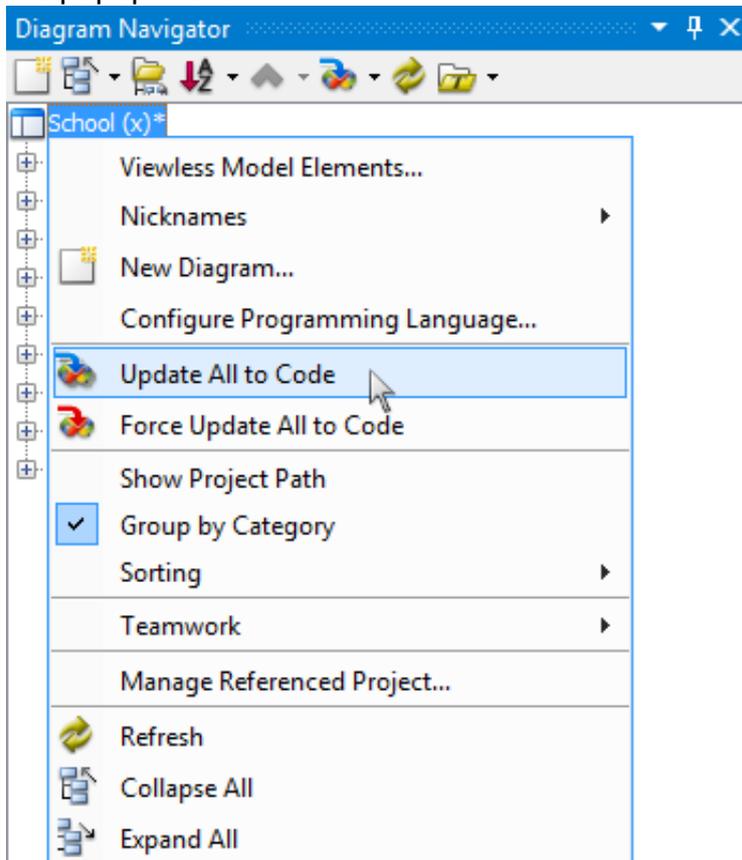

How to generate source code from UML in Visual Studio

Code generation creates and updates source files in a [Visual Studio](#) project from [UML models](#). You can select to update the whole project, package(s) and class(es) from Visual Paradigm to Visual Studio. Before updating source files, you must open the UML project from the Visual Studio project.

Project Based Code Generation

You can generate and update source files from the whole UML project. Packages and classes will be created (if not already exists) or updated. To generate/update source files from UML project, perform any of the steps below:

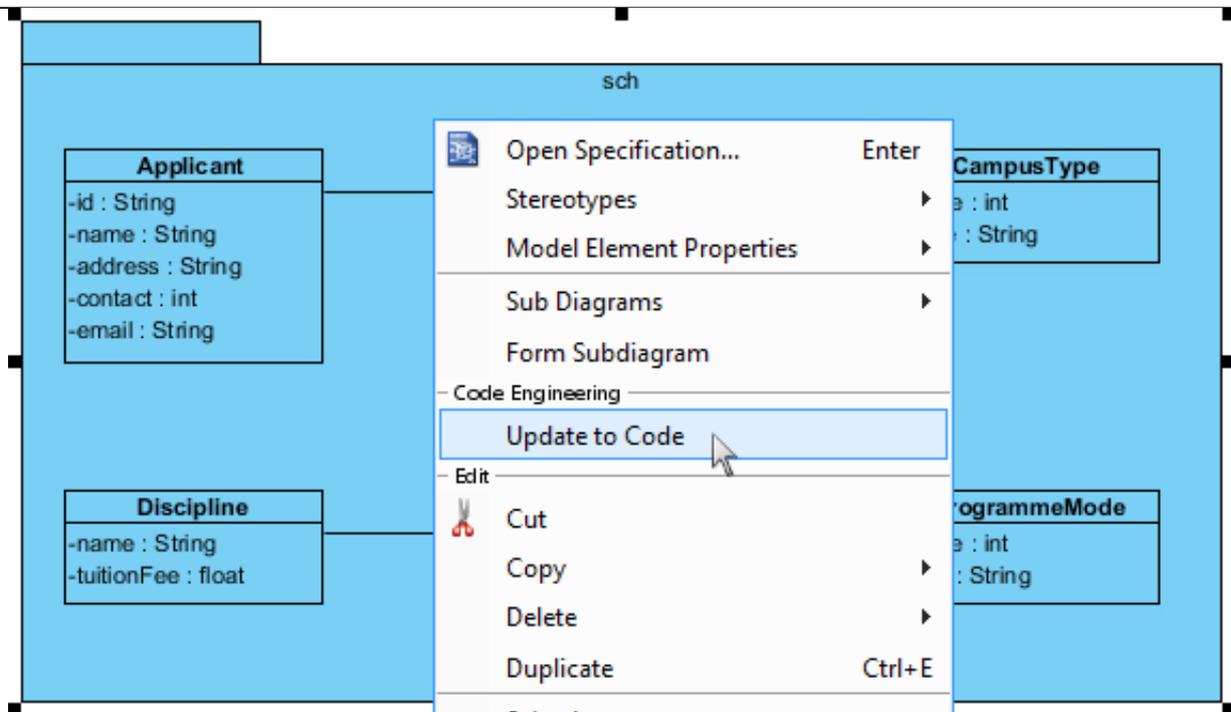
- Click  at the top of **Diagram Navigator**.
- Right click on the root node of **Diagram Navigator** and select **Update All to Code** from the popup menu.



Package (Namespace) Based Code Generation

You can generate and update namespace and its containing source file(s) from a UML package. Namespace and classes will be created (if not already exists) or updated. To generate/update source files from UML package, perform any of the steps below:

- Right click on the package in any diagram and select **Update to Code** from the popup menu.

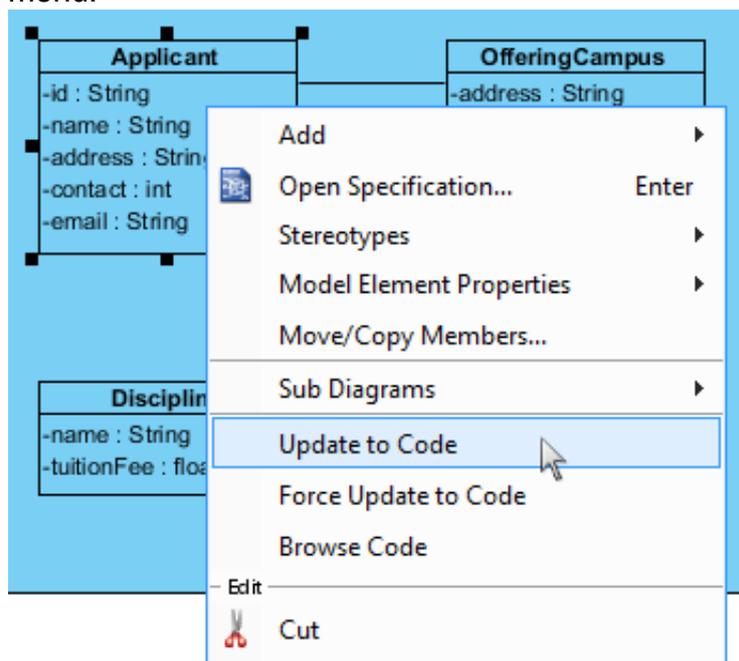


- Right click on the package under **Diagram Navigator/Model Explorer/Class Repository** and select **Update to Code** from the popup menu.

Class Based Code Generation

You can generate and update source file from a UML class. Class will be created (if not already exists) or updated. To generate/update source file from UML class, perform any of the steps below:

- Right click on the class in any diagram and select **Update to Code** from the popup menu.



- Right click on the class under **Diagram Navigator/Model Explorer/Class Repository** and select **Update to Code** from the popup menu.