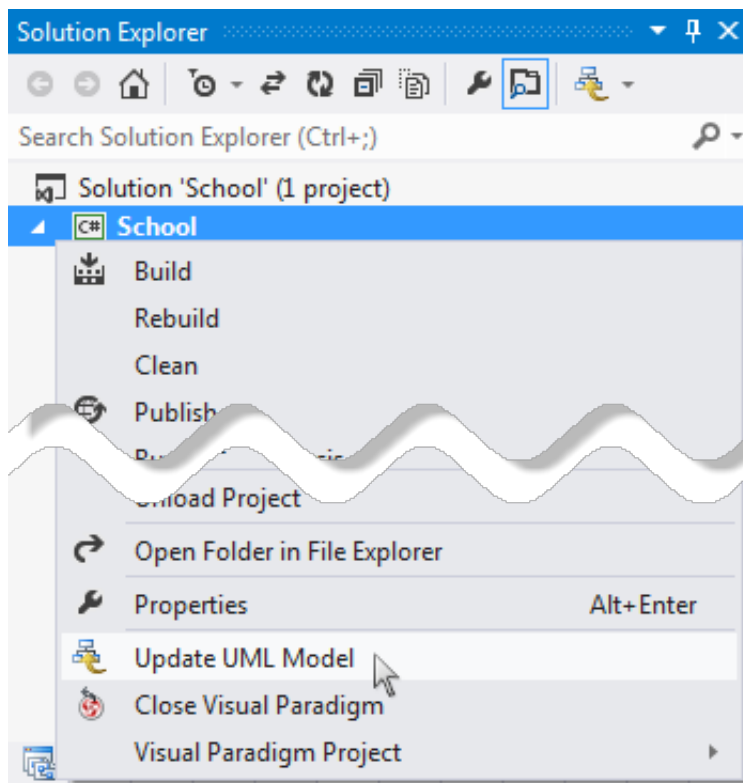

How to reverse engineer UML model in Visual Studio

Reverse engineering is the process to reverse engineer [UML model](#) from source files in [Visual Studio](#) project. With reverse engineering you can visualize your program or system with class diagram. Before reverse engineering, you must open the UML project from the Visual Studio project.

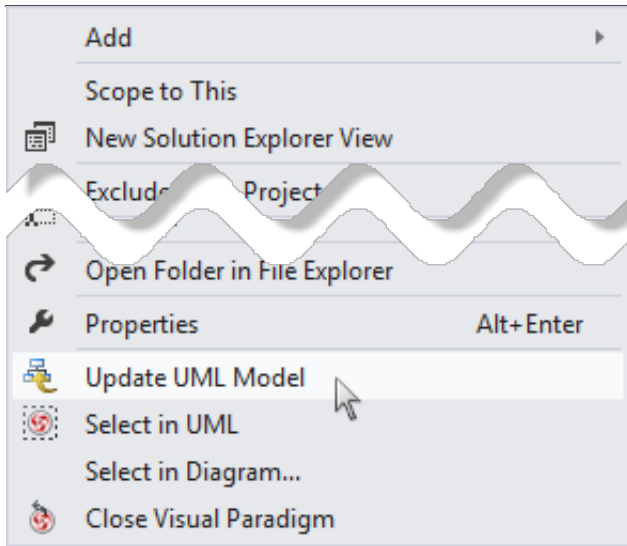
Project Based Reverse Engineering

You can produce and update UML models from all source files in a Visual Studio project. Models of the selected project, child namespaces and classes will be created (if the models are not already exists) or updated. To reverse engineer from an Visual Studio project, right-click on the project node in Visual Studio and select **Update UML Model** from the popup menu.



Namespace Based Reverse Engineering

You can produce and update UML models from source files under namespace. Models of the selected namespace, child namespaces and classes will be created (if the models are not already exists) or updated. To reverse engineer from a namespace in a Visual Studio project, right-click on the namespace in any tree and select **Update UML Model** from the popup menu.



Class Based Reverse Engineering

You can produce and update UML models from classes in Visual Studio. Models of the selected class and child classes (inner class) will be created (if the models are not already exists) or updated. To reverse engineer code from a class in a Visual Studio project, right-click on the class file in any tree or in code editor and select **Update UML Model** from the popup menu.

