

## Create an Entity

An Entity is a noun in a Use Case. It is equivalent to a class in object-oriented programming. An Entity contains Properties and/or Behaviors among other content.

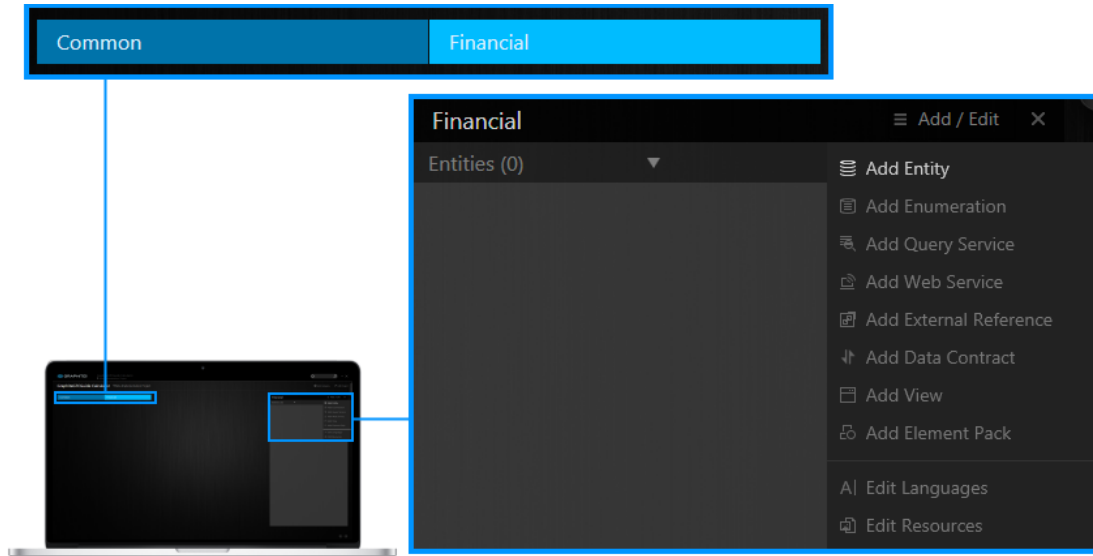


Figure 1: Category Details

An Entity can be added to a Category from the Category Content Section using the **Add/Edit** link. Click the **Add Entity** link to navigate to the Add Entity dialog.

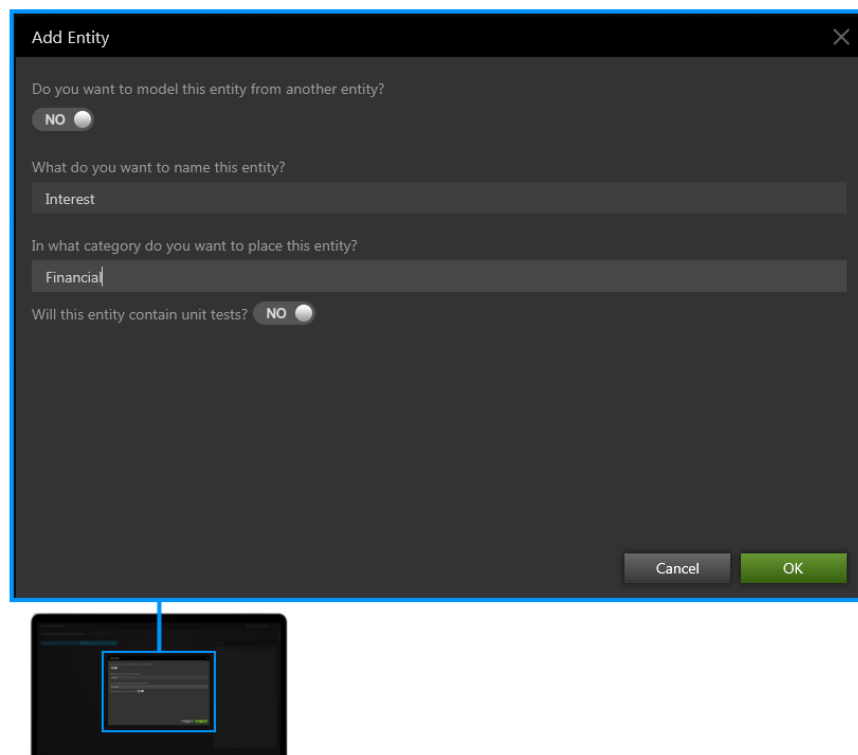


Figure 2: Add Entity

Enter **Interest** as the name of the Entity in the **What do you want to name the entity?** field and click **OK** to navigate to Interest Entity Screen.

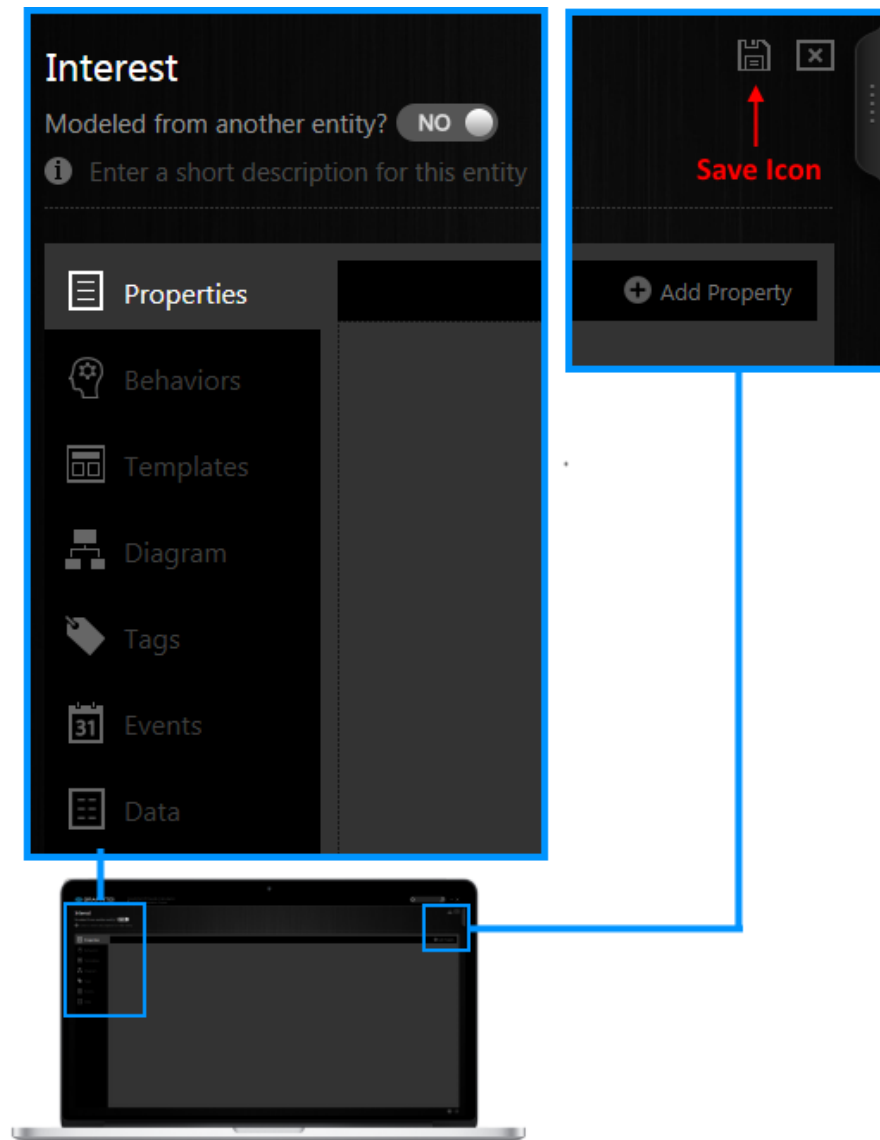


Figure 3: Entity Screen (New)

Once in the Interest Entity Screen, click the **Save** icon (upper right corner) to save the details of the Entity.