

# Tutorial

## Stopwatch model sample

- Creating an executable stopwatch model
  - Creating a new UML project
  - Creating the stopwatch structure
  - Defining the stopwatch Classifier Behavior
  - Defining the stopwatch operations by using Activities
    - Creating resetTime Operation and resetTime Activity
    - Creating increaseTime Operation and increaseTime Activity
  - Adding Activities to the ready and running States
    - Adding a reset Activity to the ready State
    - Adding an increase activity to the running state
- Executing the stopwatch model
  - Executing the StopWatch class
  - Executing the StopWatch instance specification
  - Executing the StopWatch using Simulation Configuration
- Creating User Interface mockups for the stopwatch model

## Using simulation command line and showing test results through Jenkins

### Analysis pattern

- Rollup Pattern simulation
- Monte Carlo simulation
- Trade study analysis

### Integrating widgets for simulation