Ordering

The Ordering model demonstrates the use of Alf as the action language within an executable model using State Machines. It includes the following diagrams:

- *Order Classes* – A Class diagram of an *Order* consisting of multiple *OrderLineItems,* placed by a *Customer,* which may be paid using a *CreditCard.*
- *Order_Behavior* – A State Machine diagram of the active Behavior of an *Order.*
- *CreditCardCharge_Behavior* – A State Machine diagram of the active Behavior of a *CreditCardCharge* (this is just a stub for testing purposes).
- *Customer_Behavior* – A State Machine diagram of the active Behavior of a *Customer* (this is just a stub for testing purposes).
- *Test* – A Class diagram of a simple *Test* Class with a classifier behavior that acts as a test driver.

Alf is used to define the behavior of all Operations in the *Order Classes* model, entry Behaviors in all the state machines and the classifier behavior for *Test.* To view any of the Alf code, open the Alf editor window (select **Windows > Alf**) and then select the desired Operation, entry Behavior or Activity. The Alf code will appear in the window.

To run the test, do either of the following

- Press the start button on the main toolbar.
- Right-click **OrderingSimConfig** and select **Simulation** > **Run**.

Related pages

Using Alf for Operation methods

Using Alf for State Behaviors

Using Alf for classifier behaviors

Running a model with Alf