

Creating an executable stopwatch model

This section guides you through the steps required to create a stopwatch model in Magic Model Analyst. You will learn how to create a new UML project as the first step, followed by creating the stopwatch structure through defining the stopwatch Classifier and its structural features and adding a Time attribute. In the next step, you will define the stopwatch Classifier Behavior by using the State Machine Behavior (shown in this example). You will also be guided through creating an initial stage, the ready, running, paused, stopped and final States, transition, Package of Signal elements, and Signal Events for transitions for the stopwatch State Machine diagram. The last two sections explain new operations required for defining the elapsed time and adding Activities to the ready and running States, resetting the elapsed time to zero, and increasing the elapsed time by one.

Related pages

- [Creating a new UML project](#)
- [Creating the stopwatch structure](#)
- [Defining the stopwatch Classifier Behavior](#)
- [Defining the stopwatch operations by using Activities](#)
- [Adding Activities to the ready and running States](#)