

Activating and deactivating an element

An execution engine can activate a specific element with values by calling an `activateElement(Element element, Collection values)` of the `ExecutionEngine`. To deactivate the element, it will call a `deactivateElement(Element element, Collection values)` of the same class.

These two methods are mostly called in the `ExecutionEngine.execute(element)`. For example, if an Activity element on an Activity diagram is passed from the `ExecutionEngine.execute(element)`, we use the `activateElement()` and `deactivateElement()` methods to activate and deactivate the Actions in that particular Activity respectively.

If `activateElement()` or `deactivateElement()` is called to a specific element, it will trigger all registered engine listeners including both predefined and user-defined listeners. For example, an `AnimationListener` is a predefined listener that is the Subclass of an `EngineListener`. It is used to display a specific element animation (in highlight) on a diagram in MagicDraw.