

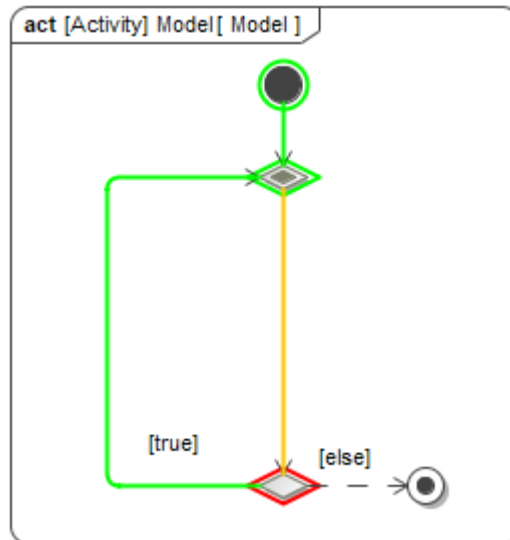
# Simulation modeling: Do's and Don't's

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## Don't: Create an fUML loop without any Action Activation

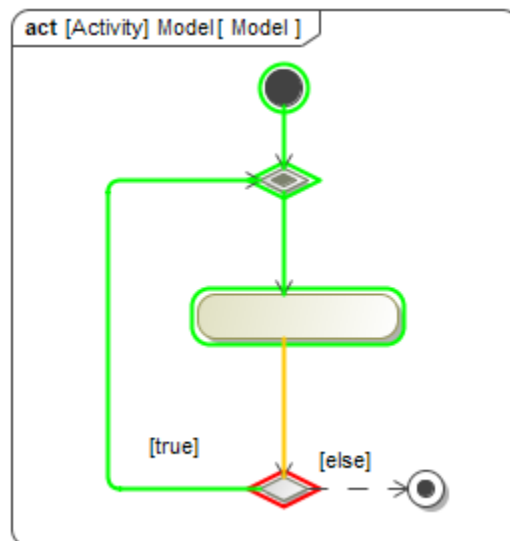
When the fUML model has a loop without any Action Activation in the loop as shown in the figure below, the code stack continually increases until **StackOverflowError** occurs, causing the execution to be unexpectedly terminated. You can see **StackOverflowError** in the **magicdraw.log** file.



The model runs an infinite loop until **StackOverflowError** occurs, and the execution is terminated.

## Do: Add an Action Activation in the loop

To avoid **StackOverflowError**, you must add at least an Action Activation, e.g., **CallBehaviorAction** in the loop as shown in the figure below. The code stack will not increase continually without **StackOverflowError** because Simulation has code to cut the stack loop and recall the Action at **ActivityNodeActivation.receiveOffer()** and **ActionActivation.fire()** according to fUML v1.3 specification. The execution will be continuously run without unexpected termination.



The model runs an infinite loop without **StackOverflowError**, and the execution is not terminated.

Related pages

- [Action](#)
- [Execution](#)

- Behavior
- Call Behavior Action