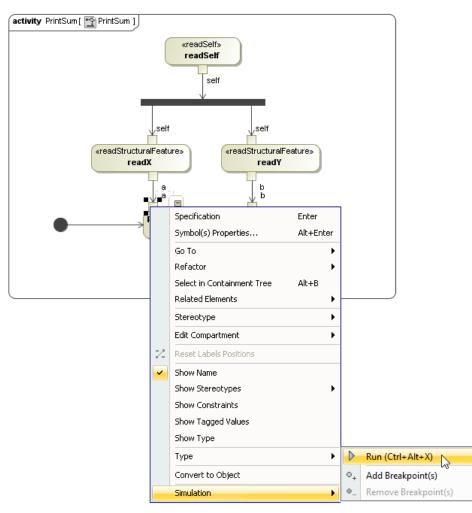
## **Executing Activities**

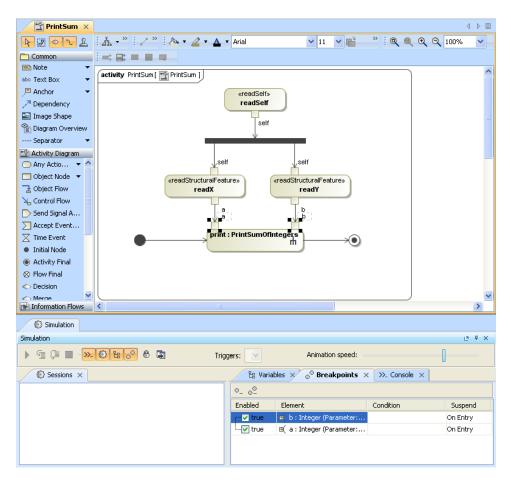
You can add some breakpoints to the model created when Creating a model for Activity simulation before executing it. This section demonstrates how to suspend the model simulation at some specific points with breakpoints. You can use either the diagram or browser context menu to add a breakpoint to an element.

The following example shows you how to add breakpoints to pins **a** and **b** of the action **print**. Once the model simulation has reached these pins, the simulation will be suspended.

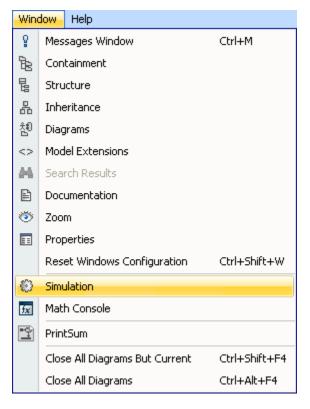
## To add a breakpoint to an element and simulate the model

 Right-click an element and select Simulation > AddBreakpoint(s). The breakpoints will be shown in the Breakpoints pane of the Simulation window.





The Breakpoints pane in the Simulation window.



Clicking Window > Simulation on the main menu to open the Simulation window.

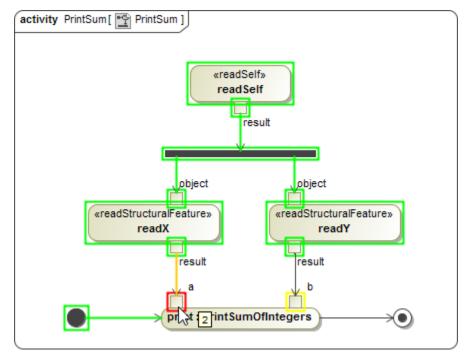
2. Right-click **instance** in the containment browser and select **Simulation** > **Run** to simulate the model from **instance**, which is the InstanceSpecification of the **SumPrinter** Classifier.

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		Specification	Enter	
		Go To Open in New Tree	•	
		Related Elements	•	Ш
		Refactor	•	
		Tools	•	
		Stereotype		
		Rename	F2	
	ß	Сору	Ctrl+C	
		Copy URL		
	Ê	Paste	Ctrl+V	
	¥	Cut	Ctrl+X	
	亩	Delete	Delete	
		Find		
		Generate Report	•	
		Simulation	•	
				4

3. A new simulation session will be created and displayed in the **Sessions** pane of the Simulation window. The symbol of the elements with breakpoints attached will be highlighted in yellow by default. Click the **Start** button on the **Simulation** window toolbar to animate the simulation on the **Print-Sum** Activity diagram.

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Simulation		a x
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Sessions ×	🔓 Variables 🔅	$\times$ $^{\circ}$ Breakpoints $\times$
····· 🖃 instance : SumPrinter (Ready)		
	Name	Value
	🖃 🔚 SumPrinter	SumPrinter@1d72535
	🥥 🗙 : Integer	2
	🦾 🧿 y : Integer	8

4. The simulation will be suspended when pin **a** or **b** of the **print** action is activated. You can hover your mouse pointer over the active element to see its runtime value.



5. Click the Resume button on the Simulation window toolbar to continue the simulation.

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Resume (F8) ST X >>_ Console X B Variables X O Breakpoints X	
E Reprinter (Paused)	

6. The simulation will be suspended again when pin b is activated. Click the **Resume** button to continue the simulation. In the **Console** pane of the **S imulation** window, you can see the printed value of 10, which is the summation between 2 and 8.

Simulation		_≌_x
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ⓒ Sessions × ≫_ Console × 🗄 Variables × ₀⁰ Breakpoints	×	
		Ø.,
00:00:08,418 INFO: [event] Fire activity=PrintSum action=print		~
00:00:09,021 INFO: Opaque behavior evaluation. Context is : Call Behavior Action	print	4
00:00:09,021 INFO: Opaque behavior evaluation. Context is : Call Behavior Action 10	print	٥.
00:00:09,021 INFO: Opaque behavior evaluation. Context is : Call Behavior Action 10 00:00:09,035 INFO: [execute] Activity PrintSum completed.	print	-
00:00:09,021 INFO: Opaque behavior evaluation. Context is : Call Behavior Action 10 00:00:09,035 INFO: [execute] Activity PrintSum completed. 00:00:09,035 INFO: **** Activity <u>PrintSum</u> execution is terminated. ****	print	
00:00:09,020 INFO: [execute] Opaque behavior PrintSumOfIntegers 00:00:09,021 INFO: Opaque behavior evaluation. Context is : Call Behavior Action 10 00:00:09,035 INFO: [execute] Activity PrintSum completed. 00:00:09,035 INFO: **** Activity <u>PrintSum</u> execution is terminated. **** 00:00:09,039 : **** Instance Specification <u>instance</u> execution is terminated. ****	print	

Note to display animation (silent simulation), you can create Simulation Configuration to customize the simulation, select instance as the

simulationTarget, and set silent to true. See Simulating a Simulation Configuration and Simulation Configuration and UI modeling for more information.

## **Related pages**

- Simulating a Simulation Configuration
  Creating a model for Activity simulation
  Simulation Configuration and UI modeling