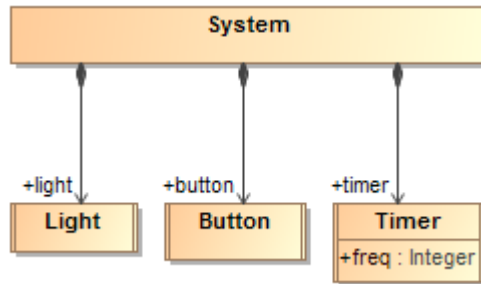


Creating runtime objects from Classifiers

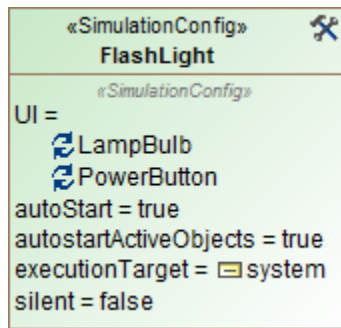
With Magic Model Analyst, you can use a Classifier with nested parts as the simulation context without the need to create Instance Specifications for those nested parts. Magic Model Analyst will create runtime objects for those parts automatically. If the type of a property is Data Type, the default value of the runtime value of that property will also be created, depending on the default value of the property's type. In addition, if the type of the part contains a specified Classifier Behavior, and the type itself is set as active, the Behavior will run (the autoStartActiveObjects option in the SimulationConfig must be set as true).

The first figure shows a Class diagram located in the *FlashingLight.mzip* sample, demonstrating property light, button and timer as parts of the System Class.



Class System and its parts.

You may replace the SimulationTarget of the SimulationConfig named FlashLight with the System Class. You can see the result of running this SimulationConfig. The result shows that Runtime Objects are automatically created for the parts of the System Class, and the Behavior of each part also automatically starts.



Modified SimulationConfig FlashLight.

The screenshot shows the Magic Model Analyst interface. The top bar includes a 'Simulation' tab and a 'Trigger' dropdown set to 'terminate'. The 'Sessions' pane on the left lists the following runtime objects:

- system : System [System@ea862eb] (Started)
- System [System@ea862eb] (Started)
- Button(classifier behavior) [Button@70cb4835] (Started)
- Timer(classifier behavior) [Timer@14fbf214] (Started)
- Light [Light@10d1d657] (Started)

The 'Variables' pane on the right displays the following data:

Name	Value
System [on]	system : System@ea862eb
button : Button [Re...]	button : Button@70cb4835
light : Light [off]	light : Light@10d1d657
timer : Timer [off]	timer : Timer@14fbf214
freq : Integer	0

The bottom status bar shows 'Ready' and a value of '21702'.

Sessions and Variables Panes showing runtime objects with a Classifier.

Related page

- [Classifier Behavior property](#)