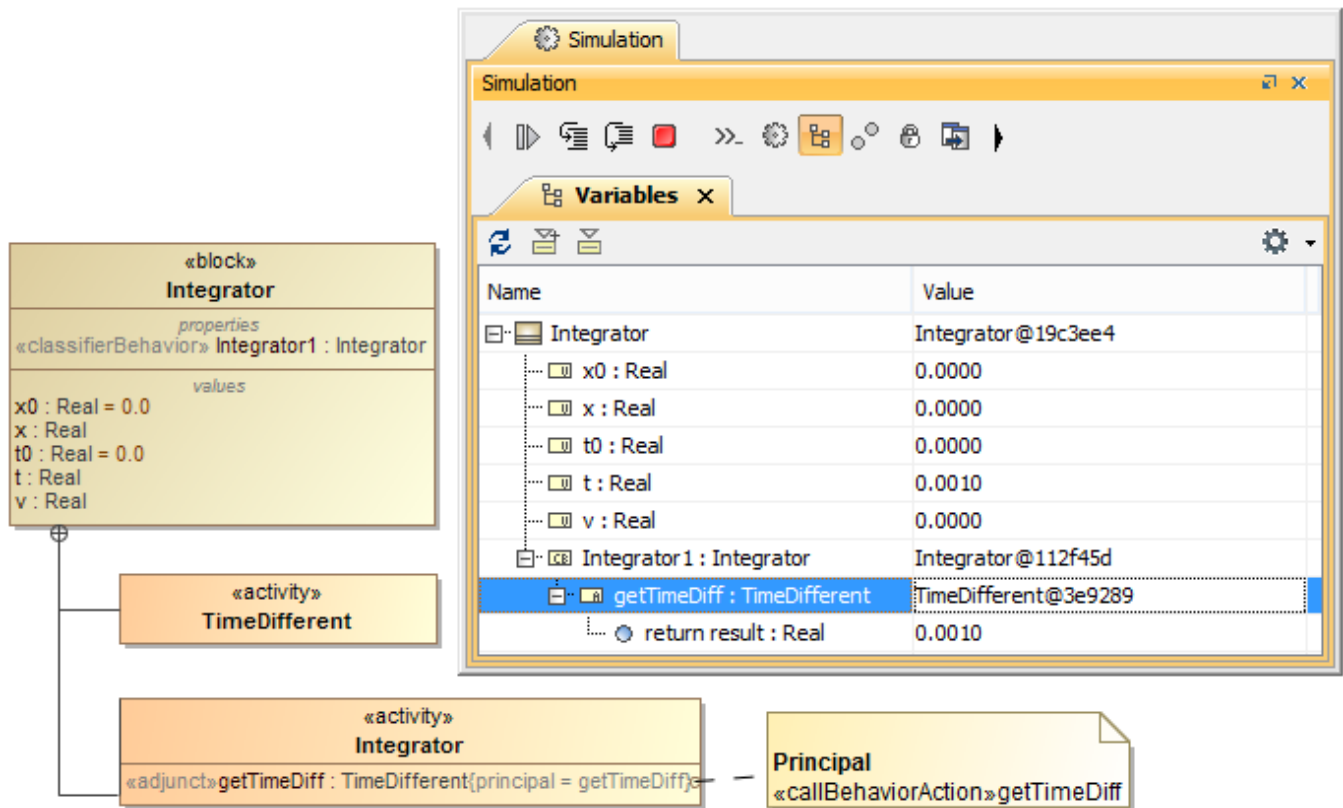# Adjunct property

An Adjunct Property is a property to which the stereotype «AdjunctProperty» is applied. Its tag definition **principal : Element[1]** is for an element to determine the value of an adjunct property. With regard to the SysML Specification, a principal can be a Connector, a CallAction, an ObjectNode, a Variable, a Parameter, a Submachine State, or an InteractionUse. Now Magic Model Analyst supports the adjunct property whose principal is a CallBehaviorAction, a CallOperationAction, an ActivityParameterNode, or a Parameter.

If you use an adjunct property to represent an entry/do/exit behavior of a state, an effect behavior of a transition, and a method behavior of a call operation in a CallMessage in MagicDraw SysML plugin and Cameo System Modeler, you can use Magic Model Analyst to show you the value of such adjunct property during simulation.

> ⚠ **Note**
>
> • CallBehaviorAction and CallOperationAction are subtypes of CallAction.
> • ActivityParameterNode is a subtype of ObjectNode.



Executing an object with Adjunct and Classifier Behavior Properties.

The preceding shows an adjunct property in the **Integrator** activity. The adjunct property is typed by the activity **TimeDifferent**. Besides having the Integrator activity as a classifier behavior, the block **Integrator** also contains a classifier behavior property typed by the Integrator activity (see Classifier Behavior property for more information about the classifier behavior property). When the Integrator object is initialized from the block **Integrator**, the behavior simulation of its classifier behavior will start and be set as a value of the classifier behavior property. While executing the classifier behavior, Magic Model Analyst will activate the call behavior action **getTimeDiff**, which is the principal of the adjunct property. It will create the behavior simulation of the **getTimeDiff** and set it as the value of the adjunct property in the **Variables** pane.