Activity simulation

Activity simulations essentially require the Activity simulation engine in Magic Model Analyst to perform all Activity-based simulations. The details are outlined in the following topics:

- Activity simulation engine Running Activity Simulation in Activity diagrams or Activity elements.
- Creating a model for Activity simulation Simulating Classifiers defined by Activities.
- Executing Activities Suspending the simulation with breakpoints.
- Activity duration simulation Calculating and analyzing Activity duration and specifying duration constraints.
- Duration analysis Directing target objects to the callOperationAction.
- Running a Call Action simulation without a target pin Simulating a CallOperationAction that does not have a target pin to select a runtime object as a target.
- Activity Partition execution and allocated Behavior Using Activity Partition as an element in the Activity diagram to set the boundary of simulation of an execution.
- Execution of incomplete/dummy models Executing incomplete and dummy models with Behaviors of Actions when input or output pins or any properties of Actions are not specified or present.
- Using utility functions of Simulation Facilitating common tasks through Opaque Behaviors under SimulationProfile::library::utils.