

# Supported elements in interaction simulation

Elements supported in interaction simulation include the following items:

- [Lifeline](#)  
Locating the sources and targets of Messages.
- [Message](#)  
Signal, Call, and Reply Messages indicating communication between Lifelines of Interaction.
- [CallEvent](#)  
Used when Operations are called without Methods.
- [Duration constraint](#).  
Delaying delivery of two Messages run consecutively.
- [Time constraint](#)  
As timestamps when recording simulation.
- [State invariant](#)  
Validating whether current States are true.
- [Test case verdict](#)  
As generated values in the Behavior return parameter.
- [Combined fragment](#)  
A combination of Interaction fragments as choices of Behaviors and loops.