Working with Alf

Alf code may be used to define the behavior associated with various kinds of elements in a UML model. The Alf code associated with an element is known as the *Alf body* of that element. The *Alf editor* provides a consistent way to edit the Alf body of any element to which Alf code may be attached.

This section includes, first, a description of how to use the Alf editor in general, followed by additional information on how Alf is used with each kind of model element that may have an Alf body.

Related Pages

- The Alf editor
- Using Alf to define Behaviors
  - Using Alf to define Activities
  - Using Alf in Opaque Behavior bodies
- Using Alf in Class models
  - Using Alf for Operation methods
  - Using Alf for classifier behaviors
  - Using Alf for Property default values
  - Making invocations through ports
- Using Alf in State Machine models
  - Using Alf for State Behaviors
  - Using Alf for Transition effect Behaviors
  - Using Alf for Transition guard Expressions
  - Accessing Event data
- Using Alf in Activity models
  - Using Alf in Opaque Action bodies
    - Using Alf expressions in Opaque Actions
  - Using Alf for Activity Edge guards
    - Accessing data in Activity Edge guards
- Accessing context features without using "this"
- Helper functions
  - Checking the State of an object
  - Checking a visited State
  - Accessing current simulation time
  - Accessing the simulation time unit