

Java APIs

Through Java APIs, a simulation execution starts when the specific element is executed. You can [start the execution](#), [stop the execution](#), and [create and register a new Simulation Execution Listener](#) using Java APIs. Regarding the core component of the entire execution mechanism, the [execution engine](#) defines how to execute a set of Element types. [fUML Helper](#) is also available as a Class that provides Helper methods related to the fUML structures. The Parametric engine also provides Java APIs for a parametric execution with a runtime object of a Classifier.



Information

For more information about Cameo Simulation Toolkit JavaDoc files, visit <https://jdocs.nomagic.com/2024x/com/nomagic/magicdraw/simulation/package-summary.html>.

Related pages

- [Execution](#)
- [Engine](#)
- [fUML Helper](#)
- [Parametric Helper as executing parametric simulation from an Activity](#)
- [Display Values in Diagrams](#)
- [API Changes](#)