## **Representing parts using existing UI Configurations**

You can also use a NestedUIConfig stereotype to show a part using existing UI Configurations. Any UI Panels or UI Group Boxes that will be used for this purpose must be applied with the NestedUIConfig stereotype and must also be set for both the feature and Config tags. The benefit of this purpose is that you can reuse existing UI Configurations to illustrate any parts of contexts that have the same Class represented. Thus, you do not need to create a new UI Configuration whenever you want to represent another part that has the same Class represented.

The FlashLight sample will be used to show how to model a part using an existing UI Configuration. The following steps show you how to create a UI Mockup that represents the entire system parts, which uses only one UI Frame

 Open the FlashLight sample, which is located in the <install\_root>/samples/simulation directory (FlashingLight.mdzip). The following System Definition Class diagram shows the definition of the FlashLight system. By default, when executing and running this sample, you will see the Button and Light are shown in different Frames.



The following figure demonstrates the runtime User Interface Mockup that represents the Class Button and Class Light



- Right-click the Containment tree and select New Diagram > Other Diagrams > User Interface Modeling Diagram to create a User Interface Modeling diagram.
- 3. Create a UI Frame on the UI Modeling diagram by dragging the Class system to the newly created UI Frame as follows

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- 4. Create two UI panels in the UI Frame.
- 5. Drag the Light property to one of the UI panels to apply the NestedUIConfig stereotype to the UI Panel and set the Light property to the feature tag of that UI panel as follows



6. Drag an existing UI Configuration named LampBulb to the UI panel that represents the Light property. This will set the dragged UI Configuration to the Config tag of that UI panel as follows



After assigning the LampBulb UI Configuration to the UI panel representing the Light Property, you will see the tagged value Specification of the UI panel that represents the Light property in the Specification of the UI Panel dialog as follows

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Element tagged value specification Select a tag and click the Create Value button to create new value for it.	
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Image: in Diagrams         Image: in Diagrams         Image: Relations         Image: Relations	Select tag and click Create Value to create new value for it.
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7. Drag the Button property to another UI panel. Now the UI panel represents the Button property as part of Class system.



8. Drag an existing UI Configuration named PowerButton to the UI panel that represents the Button property.



9. Create a new Simulation Configuration element on any Simulation Configuration diagrams; set the simulationTarget tag to Class system and set the UI tag to the UI Frame that represents the Class system.

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FlashLight FlashLight SimulationConfigs UI = 000 autoStart = true authStartActiveObjects = true executionTarget = ⊡system silent = false	Specification of Simulation Configuration properties Specify properties of the selected Simulation Configuration in the properties specification table. Choose the Expert or All options from the Properties drop-down list to see more properties.			
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10. Simulate and run the newly created Simulation Configuration. The UI Mockup will appear as illustrated in the following figure

