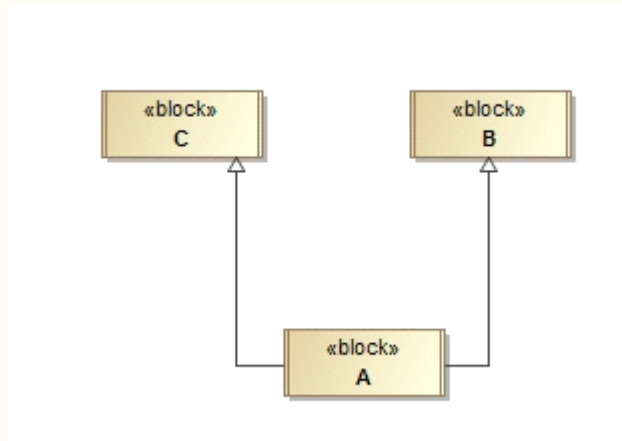


# Classifier Behavior property

A classifier Behavior property is a property to which the stereotype «ClassifierBehaviorProperty» is applied. The value of a classifier Behavior property is a Behavior simulation of the classifier Behavior of an object. Therefore, the value of the classifier Behavior property exists only after the Behavior of the object has been started (See [Executing an Object with Adjunct and Classifier Behavior Properties.](#)). The block **Integrator** has a classifier Behavior property typed by the activity **Integrator**. You will see the Behavior simulation as the value of the classifier Behavior in the **Variables** pane.

## Note: Support multiple inherited Classifier Behaviors

When a block inherits from multiple other blocks which have a classifier Behavior (CB) only one of them is run instead of all. In the figure below, block A inherits from block B and block C, however, when running the simulation, only block A Behavior is simulated. The Behaviors C and B will be not simulated.



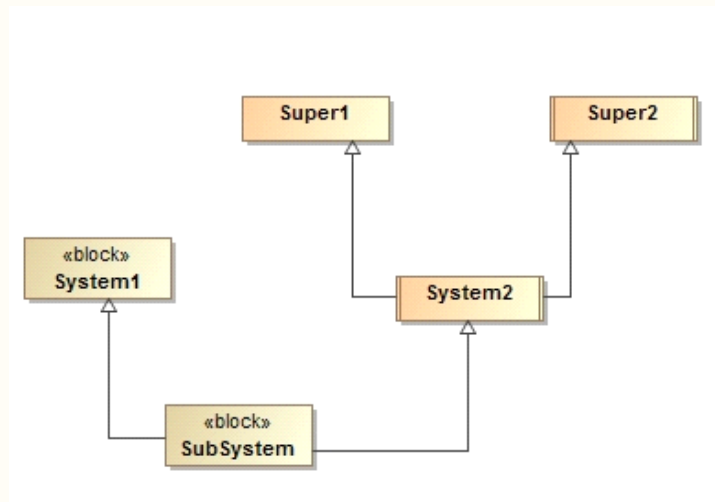
Block A inheriting from multiple blocks, B and C.

The screenshot shows the Simulation console interface. The top bar has a 'Simulation' tab. Below it, there's a toolbar with various icons and a 'Trigger' dropdown. The main area is divided into two panes: 'Sessions' on the left and 'Variables' on the right. The 'Sessions' pane shows a tree view with a folder icon and two entries: 'A [A@35ca2f74] (Started)' and 'A [A@35ca2f74] (Started)'. The 'Variables' pane shows a table with two columns: 'Name' and 'Value'. The table has one row with the name 'A [A]' and the value 'A@35ca2f74'.

Name	Value
A [A]	A@35ca2f74

Simulation console messages showing only Block A is run.

If the specialized block does not have a CB, all inherited should be run. In the figure below, System1, System2, Super1 and Super2 Behaviors are simulated as asynchronous sessions because the SubSystem block does not have a Classifier Behavior.



Block SubSystem without any inherited Classifier Behavior.

Simulation

Simulation

Trigger: s1 Animation speed: [Slider]

Sessions x

- SubSystem [SubSystem@60 1aebce] (Started)
  - System1 [SubSystem@60 1aebce] (Started)
  - System2 [SubSystem@60 1aebce] (Started)
  - Super1 [SubSystem@60 1aebce] (Started)
  - Super2 [SubSystem@60 1aebce] (Started)

Variables x

Name
SubSystem [system2, super2, super1]

Simulation console messages showing Block System1, System2, Super1 and Super2 all running asynchronously.