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.