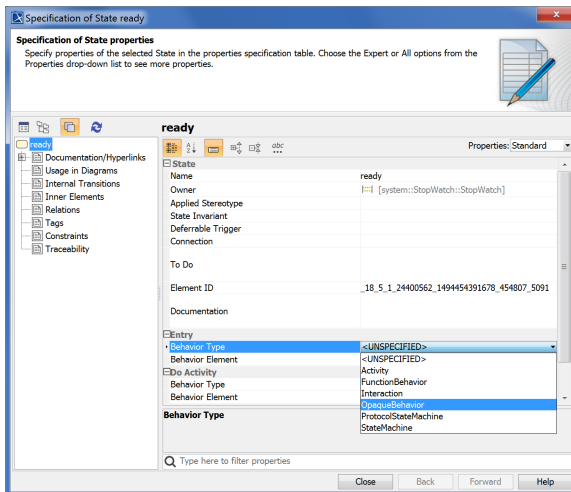


# Defining the Ready and Running behaviors using Alf

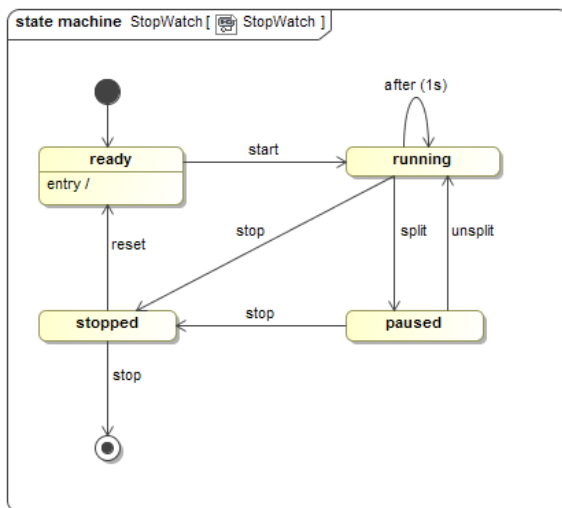
Next, add entry Behaviors to the *ready* and *running* States of the *StopWatch* State Machine.

To add an entry Behavior to the *ready* State

1. Right click on the *ready* state in the *StopWatch* State Machine diagram and select **Specification** to open the State's Specification window.
2. Click the **Categorized View** button to open the properties of the State in the categorized view (see the following figure).
3. In the **Entry** category, click on **Behavior Type** and select **OpaqueBehavior** (see the following figure). A new Opaque Behavior will be created as the entry Behavior of the *ready* State.



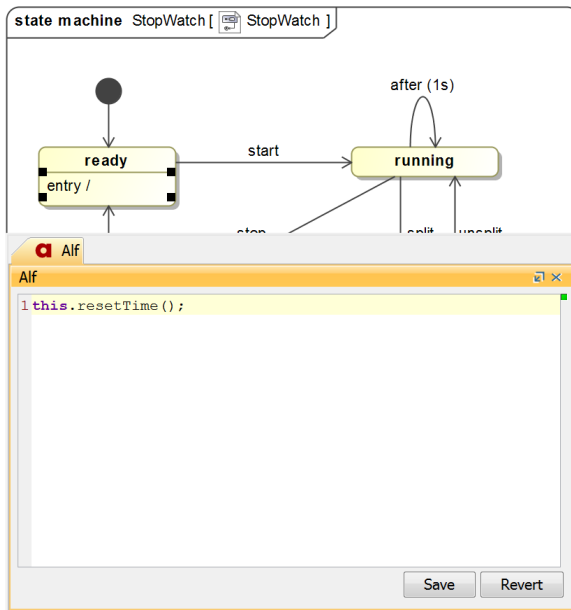
4. Click **Close** to close the Specification window. The *ready* State will have an empty entry Behavior, as shown in the figure below.



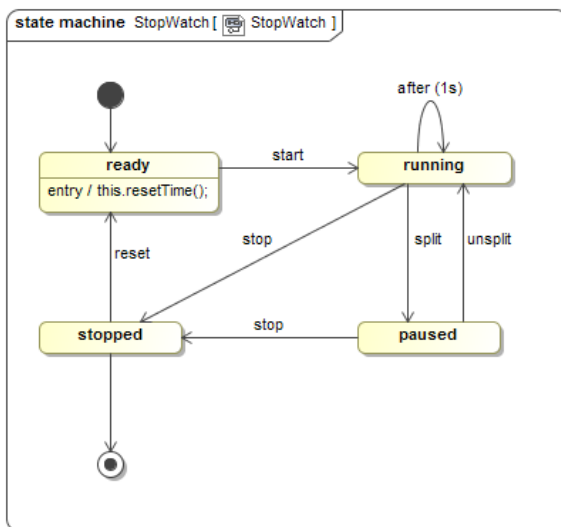
5. Click on the entry Behavior in the *ready* State and, in the Alf editor window, type the Alf code shown in the figure below.

## Related pages

- [The Alf editor](#)
- [Using Alf for State Behaviors](#)



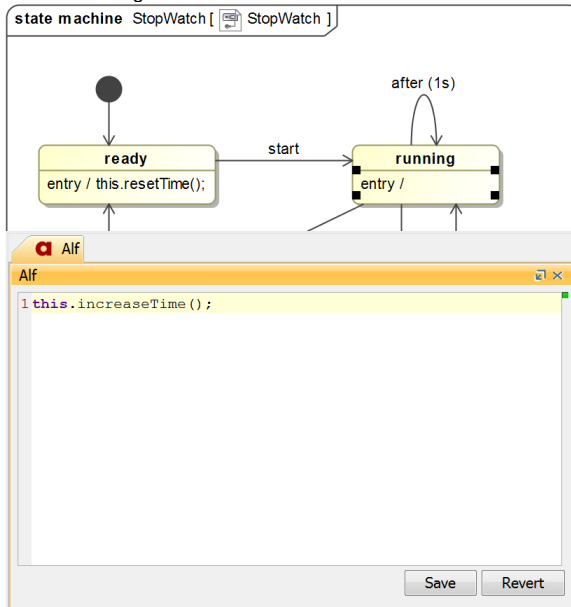
6. When the code is correct, click on **OK**. The Alf code should now appear in the entry Behavior for the *ready* State, as shown in the figure below.



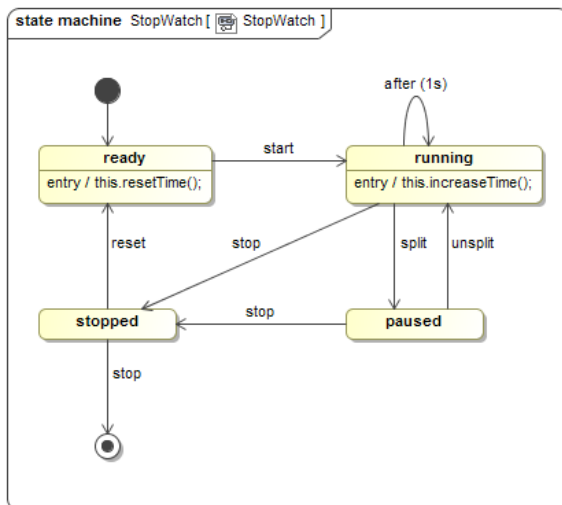
To add an entry Behavior to the *running* State

1. Right click on the *running* state in the *StopWatch* State Machine diagram and select **Specification** to open the state's Specification window.
2. Click the **Categorized View** button to open the properties of the State in the categorized view.
3. In the **Entry** category, click on **Behavior Type** and select **OpaqueBehavior** to create a new Opaque Behavior as the entry Behavior of the *running* state.
4. Click **Close** to close the Specification window.

5. Click on the entry Behavior in the *running* State and, in the Alf editor window, type the Alf code shown in the figure below.



6. When the code is correct, click **Save**. The Alf code should now appear in the entry Behavior for the *running* State, as shown in the figure below.



At this point the *StopWatch* has been completely modeled. You can now execute the *StopWatch* Class using Cameo Simulation Toolkit.

Next: [Running the Stopwatch model](#)