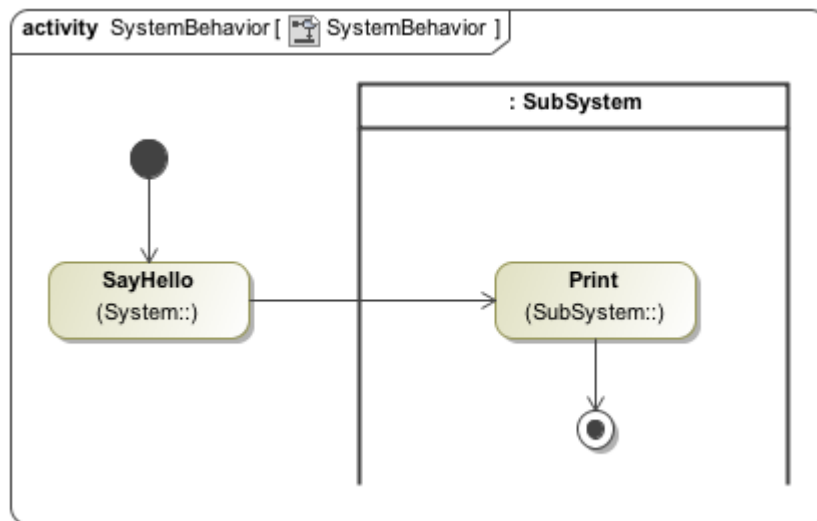


Running a Call Action simulation without a target pin

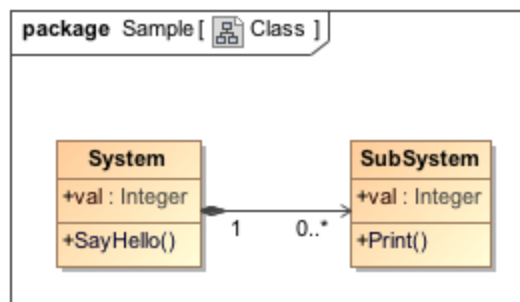
When Cameo Simulation Toolkit simulates a CallOperationAction that does not have a target pin, it will select a runtime object, which is the context of the Activity, as a target. For example, a System Class, which owns a Sub-System Class (see the second figure below), is the context of the SystemBehavior Activity shown in the first figure. The CallOperationAction will call the SayHello operation using the Activity context, which in this case is the System Class.

If an Action belongs to an Activity partition, and the Activity partition represents part of a Classifier, which is a context of that Activity, Cameo Simulation Toolkit will select the runtime object specified by the part as the target of the Action.

However, Cameo Simulation Toolkit will direct the target object to the callOperationAction only if an element represented by the Activity partition is a property (or an inherited property) of the Classifier, which owns the Activity and if there is only one runtime object specified by the property represented by the Activity partition. For example, if the CallOperationAction that calls the Print operation is in the Activity partition, which represents the SubSystem property of the System Class, this will result in a call to invoke the Print operation in the SubSystem property.



Activity System Behavior.



Class diagram describing system Class structure.

Related pages

- [Call Operation Action](#)
- [Activity Partition execution and allocated Behavior](#)