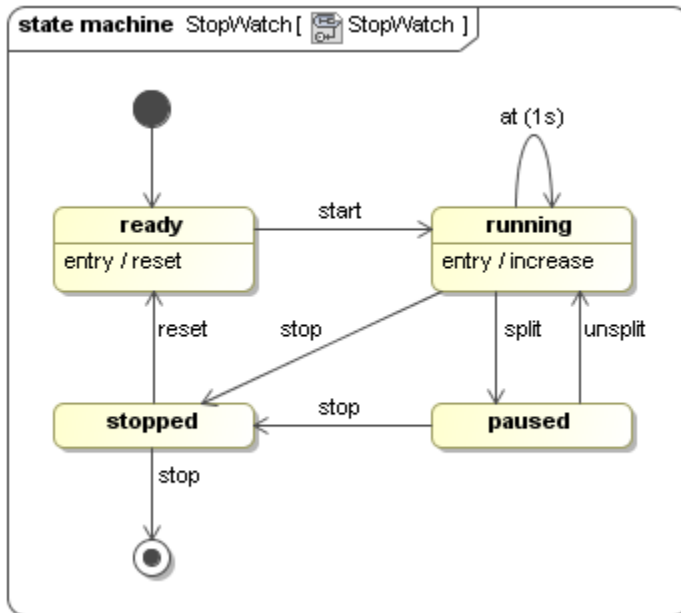


Adding an increase activity to the running state

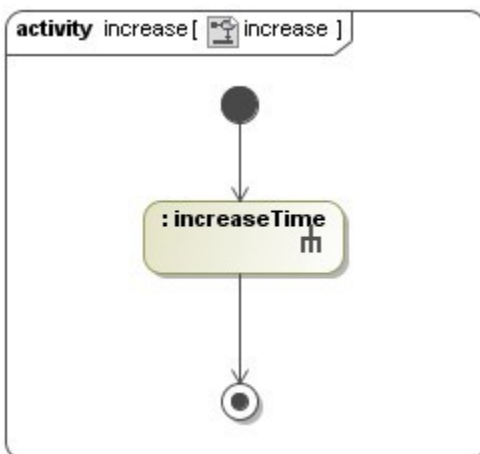
Next, we are going to create an increased Activity, which will be called when the running State is reached. To add the Activity to the running State, follow the same steps used to create the **reset** Activity for the entry to the **ready** State.

To add an Increase Activity to the entry to the running State

1. Right-click the **running** State on the Stopwatch State Machine diagram and select **Specification** to open the State's Specification window.
2. Select the Entry row and click the  button. A context menu will open. Select **Activity** to add a new Activity to the Entry to the **running** State.
3. Name the created Activity "**increase**".
4. Click **Close** to close the Specification window. The increase Activity will be added to the entry to the running State on the Stopwatch State Machine diagram as shown in the following figure



5. Add an Activity diagram to the created **increase** Activity and use the default name, which is "increase".
6. Add a CallBehaviorAction to the **increaseTime** Activity on the **increase** Activity diagram by dragging the **increaseTime** Activity from the containment browser to the **increase** Activity diagram.
7. Add an Initial stage and a Final Activity stage to the **increase** Activity diagram and connect the two stages and the increaseTime action with **ControlFlow**, which is on the Activity Diagram toolbar.



At this point, the Stopwatch has been completely modeled. You can now execute the Stopwatch class using Cameo Simulation Toolkit.