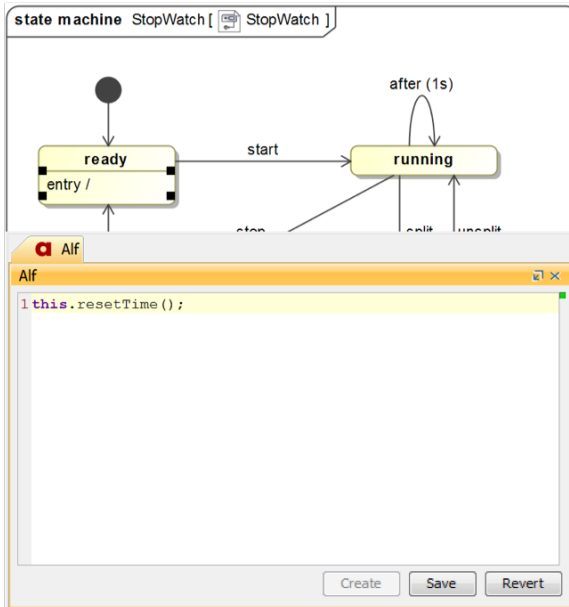


Defining the Ready and Running behaviors using Alf

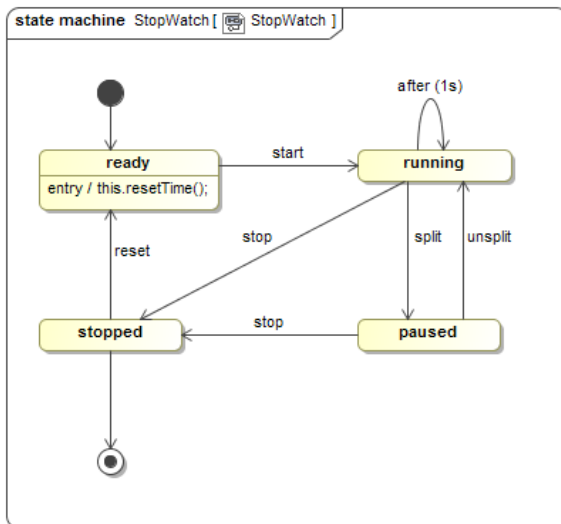
Next, add entry Behaviors to the *ready* and *running* States of the *StopWatch* State Machine.

To add an entry Behavior to the *ready* State

1. Click on the *ready* state and, in the Alf editor window, press **Create**.
2. Type the Alf code shown in the figure below.



3. When the code is correct, press **Save**. The Alf code should now appear in the entry Behavior for the *ready* State, as shown in the figure below.



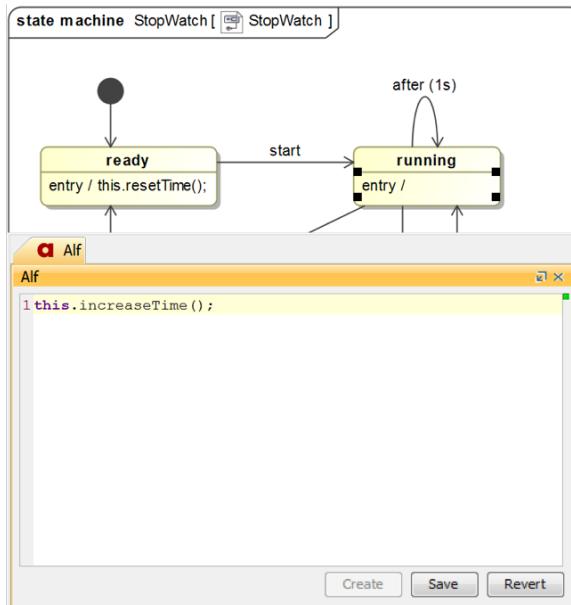
To add an entry Behavior to the *running* State

1. Click on the running state and, in the Alf editor window, press **Create**.

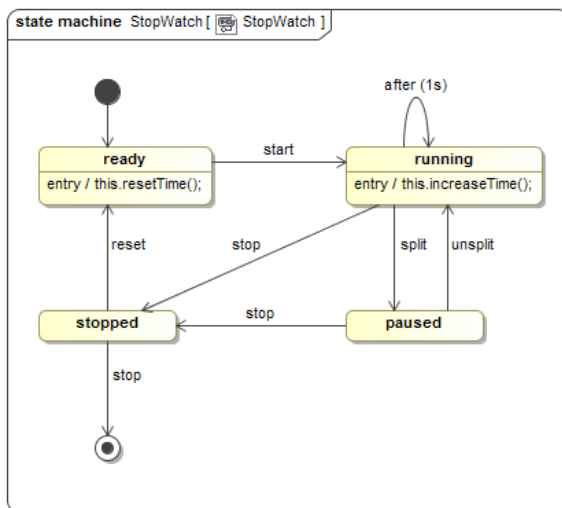
Related pages

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

2. Type the Alf code shown in the figure below.



3. When the code is correct, press **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](#)