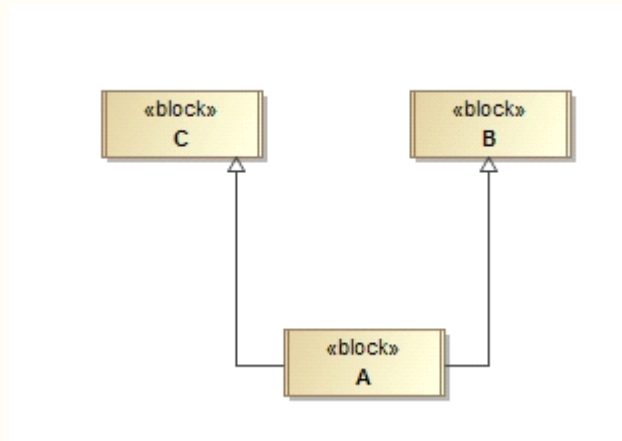


Classifier Behavior property

A classifier Behavior property is a property to which the stereotype «ClassifierBehaviorProperty» is applied. The value of a classifier Behavior property is a Behavior simulation of the classifier Behavior of an object. Therefore, the value of the classifier Behavior property exists only after the Behavior of the object has been started (See [Executing an Object with Adjunct and Classifier Behavior Properties.](#)). The block **Integrator** has a classifier Behavior property typed by the activity **Integrator**. You will see the Behavior simulation as the value of the classifier Behavior in the **Variables** pane.

Note: Support multiple inherited Classifier Behaviors

When a block inherits from multiple other blocks which have a classifier Behavior (CB) only one of them is run instead of all. In the figure below, block A inherits from block B and block C, however, when running the simulation, only block A Behavior is simulated. The Behaviors C and B will be not simulated.



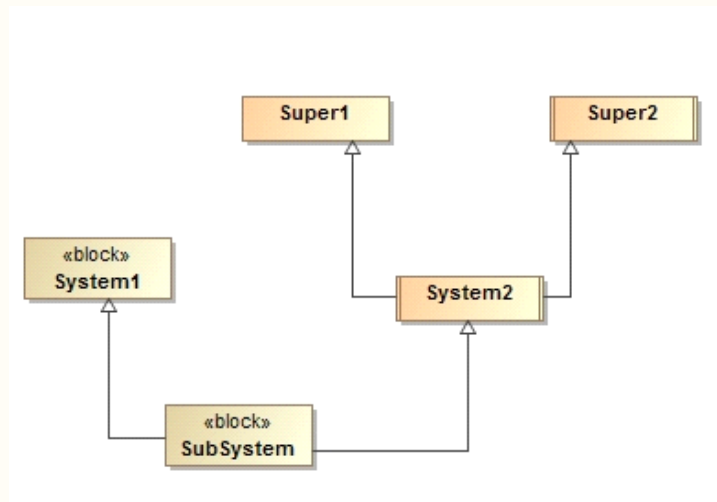
Block A inheriting from multiple blocks, B and C.

The screenshot shows the Simulation console interface. The top bar includes a 'Simulation' tab and a 'Trigger' dropdown. Below the top bar, there are two panes: 'Sessions' and 'Variables'. The 'Sessions' pane shows a tree view with 'A [A@35ca2f74] (Started)' and 'A [A@35ca2f74] (Started)'. The 'Variables' pane shows a table with the following data:

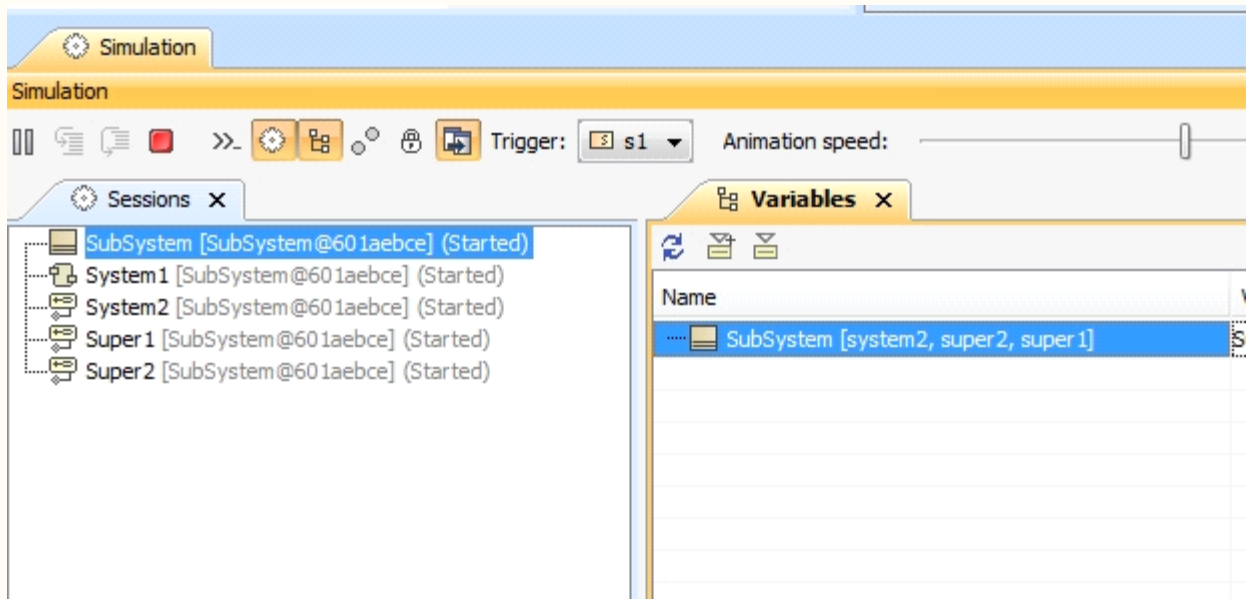
Name	Value
A [A]	A@35ca2f74

Simulation console messages showing only Block A is run.

If the specialized block does not have a CB, all inherited should be run. In the figure below, System1, System2, Super1 and Super2 Behaviors are simulated as asynchronous sessions because the SubSystem block does not have a Classifier Behavior.



Block SubSystem without any inherited Classifier Behavior.



Simulation console messages showing Block System1, System2, Super1 and Super2 all running asynchronously.