# **Tutorial**

## Stopwatch model sample

- Creating an executable stopwatch model

  - Creating a new UML project
    Creating the stopwatch structure
    Defining the stopwatch Classifier Behavior

  - Defining the stopwatch operations by using Activities
    Creating resetTime Operation and resetTime Activity
    - Creating increaseTime Operation and increaseTime Activity
  - Adding Activities to the ready and running States
    Adding a reset Activity to the ready State

    - Adding an increase activity to the running state
- Executing the stopwatch model
  Executing the StopWatch class
  Executing the StopWatch instance specification
  - Executing the StopWatch using Simulation Configuration
- Creating User Interface mockups for the stopwatch model

## Using simulation command line and showing test results through Jenkins

## **Analysis pattern**

- Rollup Pattern simulation
- Monte Carlo simulation
- Trade study analysis

#### Integrating widgets for simulation