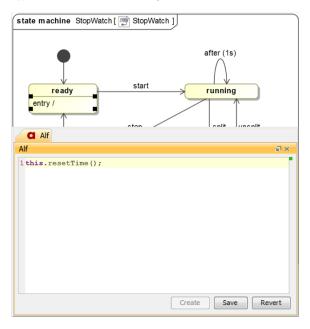
Defining the Ready and Running behaviors using Alf

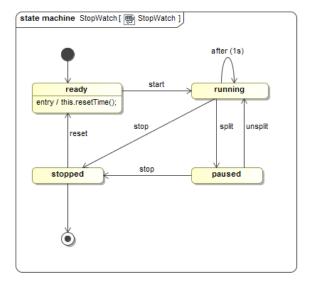
Next, add entry Behaviors to the ready and running States of the StopWatch State Machine.

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.



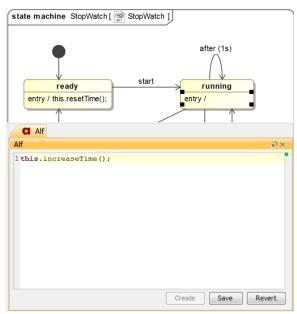
To add an entry Behavior to the running State

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

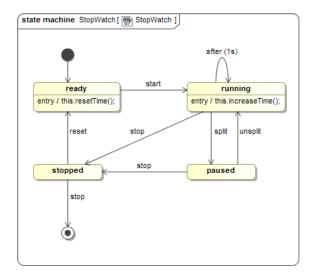
Related pages

- 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