

# Triggering an Event

An execution engine can trigger a given Event by calling the `triggerEvent(String event)` of an `ExecutionEngine`. Just like the `activateElement()` and `deactivateElement()` methods, this method is mostly used in the `ExecutionEngine.execute(element)`.

If the `triggerElement(String event)` is called, the `eventTriggered(String eventID)` of all registered engine listeners will be activated.