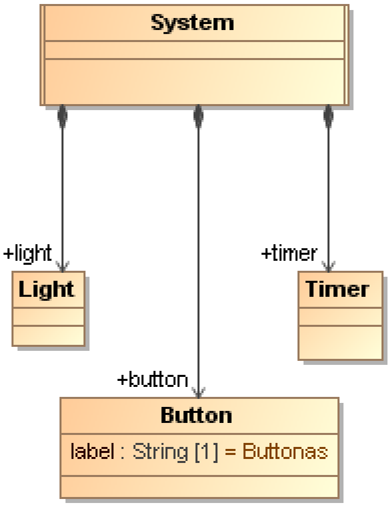
Representing parts using existing UI Configurations

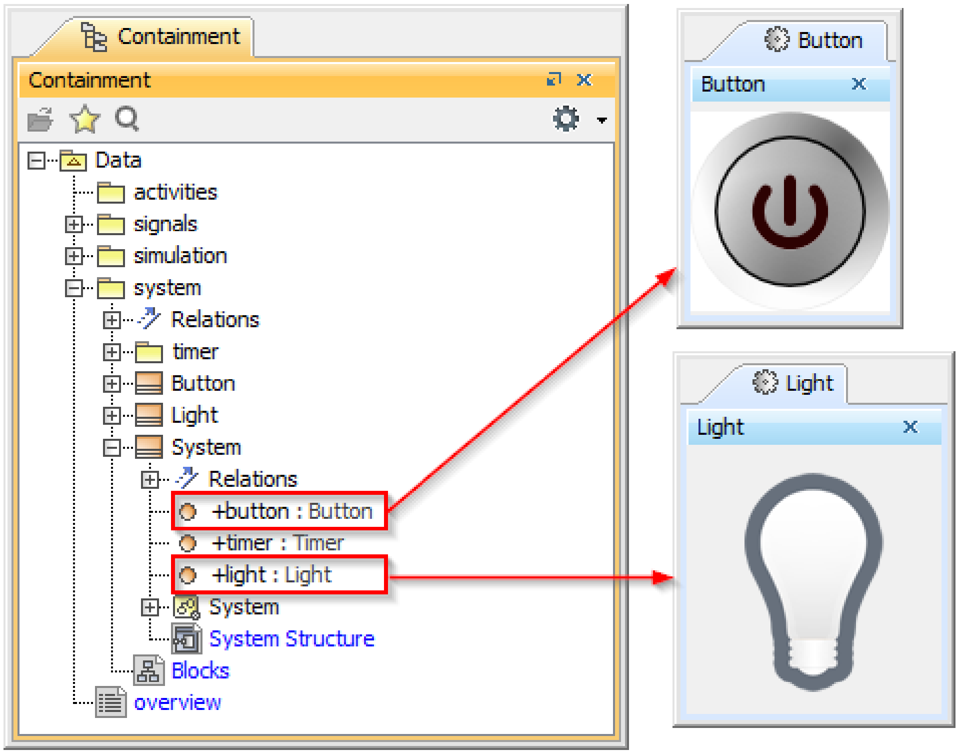
You can also use a NestedUIConfig stereotype to show a part using existing UI Configurations. Any UI Panels or UI Group Boxes that will be used for this purpose must be applied with the NestedUIConfig stereotype and must also be set for both the feature and Config tags. The benefit of this purpose is that you can reuse existing UI Configurations to illustrate any parts of contexts that have the same Class represented. Thus, you do not need to create a new UI Configuration whenever you want to represent another part that has the same Class represented.

The FlashLight sample will be used to show how to model a part using an existing UI Configuration. The following steps show you how to create a UI Mockup that represents the entire system parts, which uses only one UI Frame

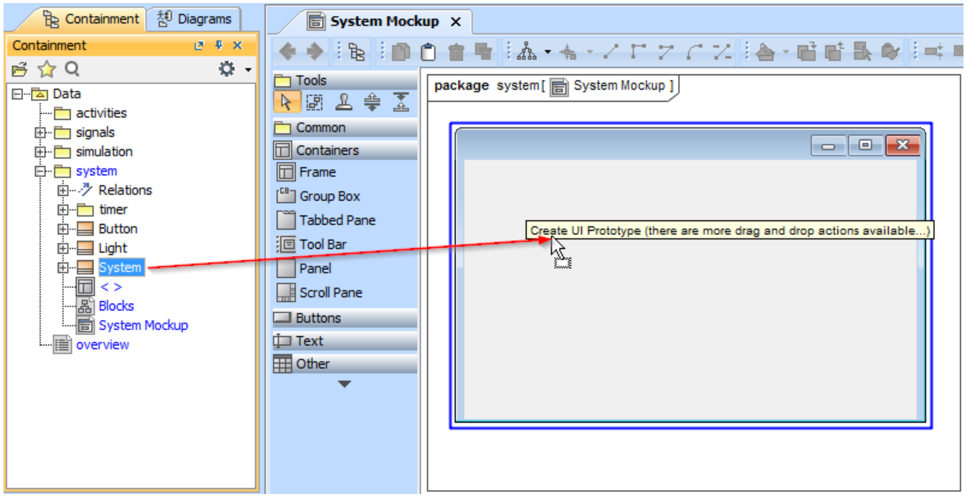
1. Open the FlashLight sample, which is located in the *<md.installed>/samples/simulation* directory (*FlashingLight.mdzip*). The following System Definition Class diagram shows the definition of the FlashLight system. By default, when executing and running this sample, you will see the Button and Light are shown in different Frames.



The following figure demonstrates the runtime User Interface Mockup that represents the Class Button and Class Light

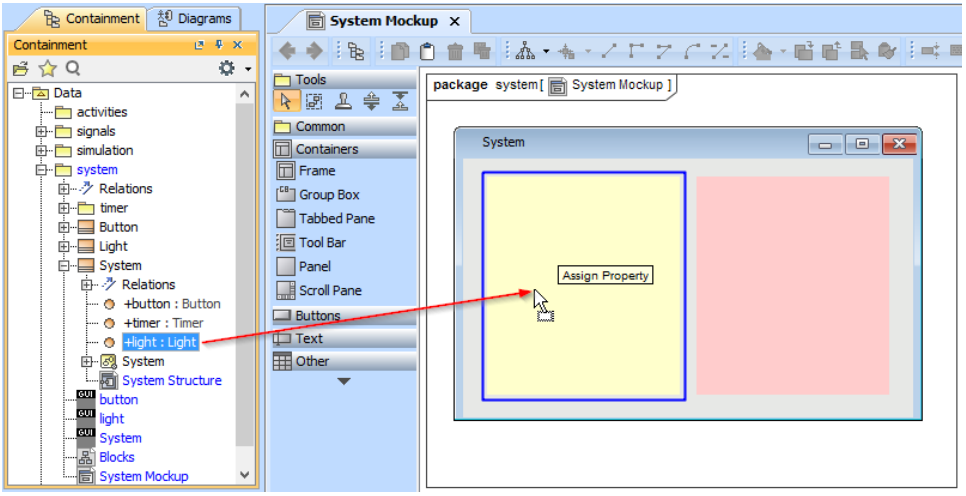


2. Right-click the Containment tree and select **New Diagram** > **Other Diagrams** > **User Interface Modeling Diagram** to create a User Interface Modeling diagram.
3. Create a UI Frame on the UI Modeling diagram by dragging the Class system to the newly created UI Frame as follows



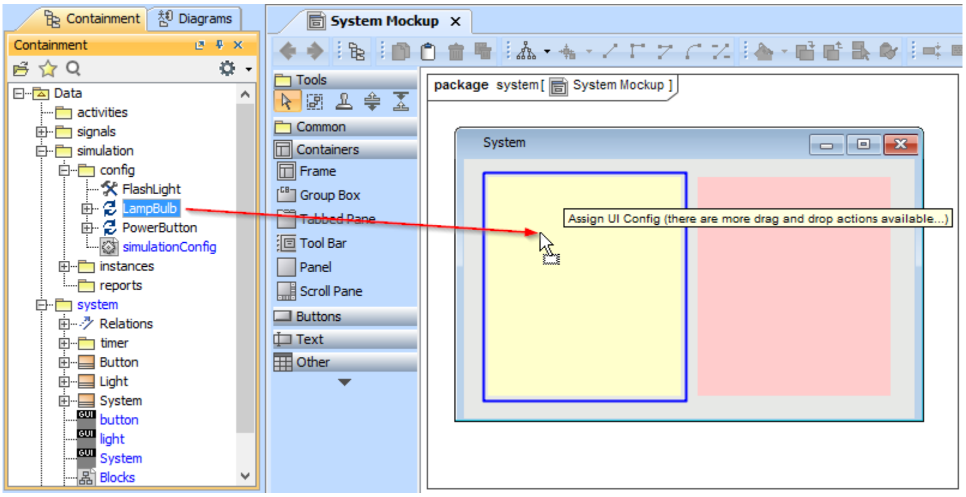
Create UI Prototype (there are more drag and drop actions available...)

4. Create two UI panels in the UI Frame.
5. Drag the Light property to one of the UI panels to apply the NestedUIConfig stereotype to the UI Panel and set the **Light** property to the feature tag of that UI panel as follows



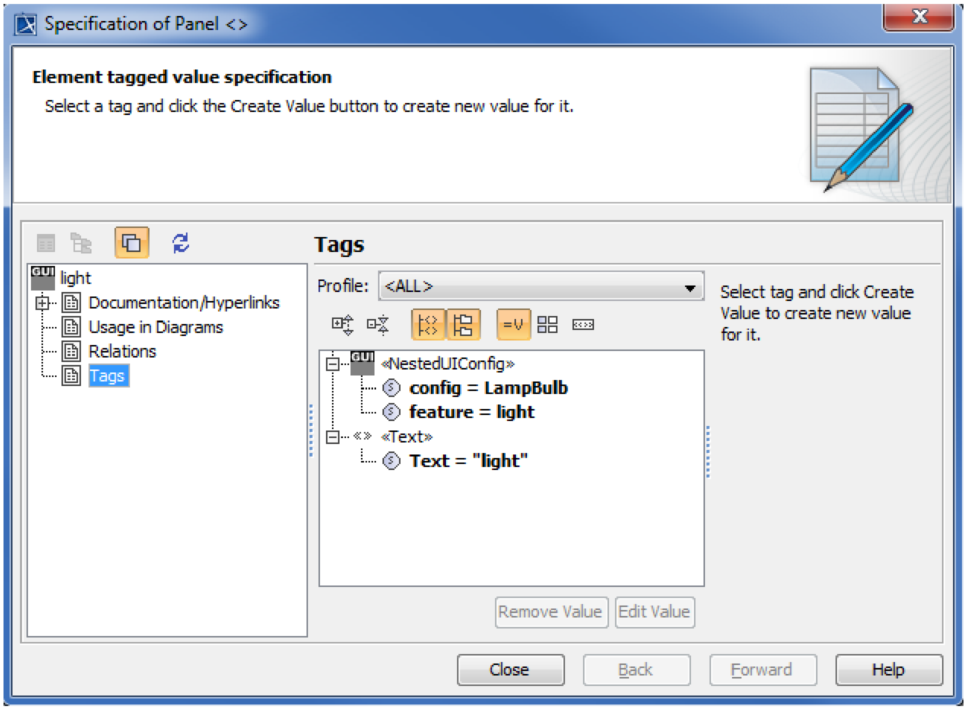
Assign Property

6. Drag an existing UI Configuration named LampBulb to the UI panel that represents the Light property. This will set the dragged UI Configuration to the Config tag of that UI panel as follows



Assign UI Config (there are more drag and drop actions available...)

After assigning the LampBulb UI Configuration to the UI panel representing the Light Property, you will see the tagged value Specification of the UI panel that represents the Light property in the Specification of the UI Panel dialog as follows



Element tagged value specification

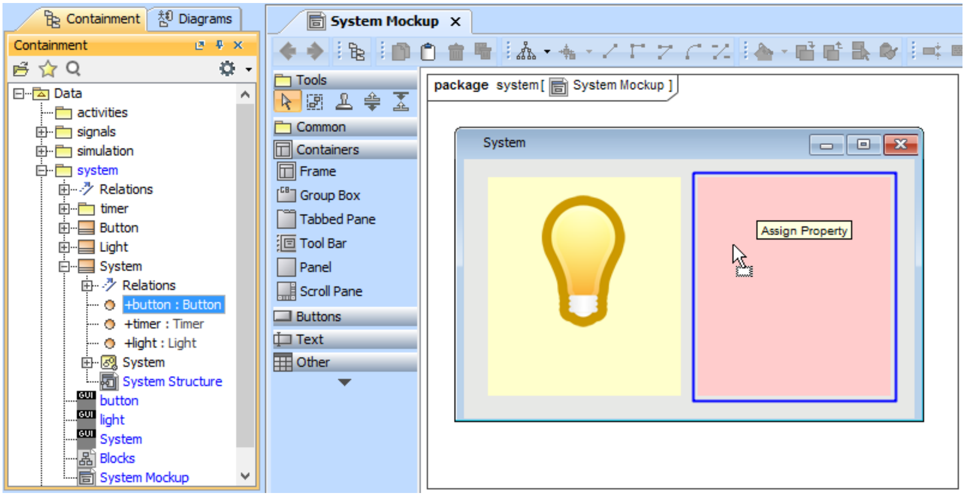
Select a tag and click the Create Value button to create new value for it.

Profile: <ALL>

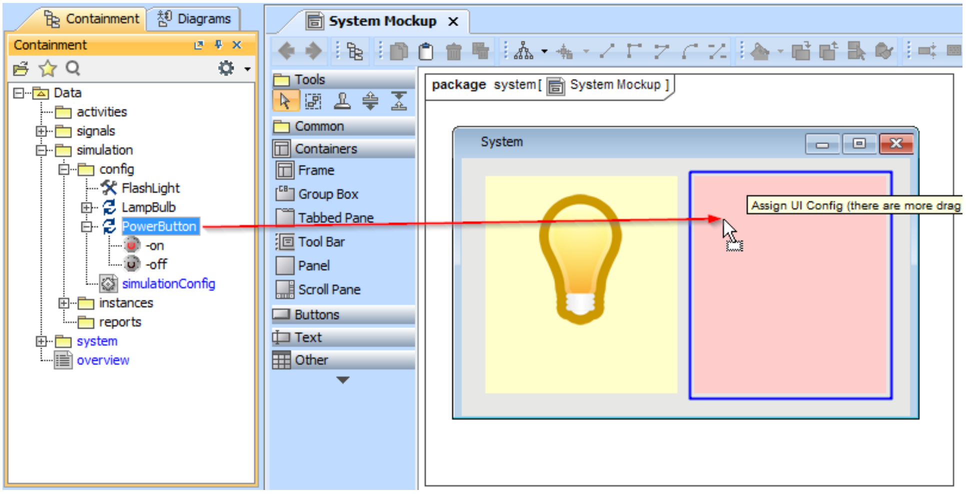
Select tag and click Create Value to create new value for it.

```
«NestedUIConfig»
    config = LampBulb
    feature = light
«Text»
    Text = "light"
```

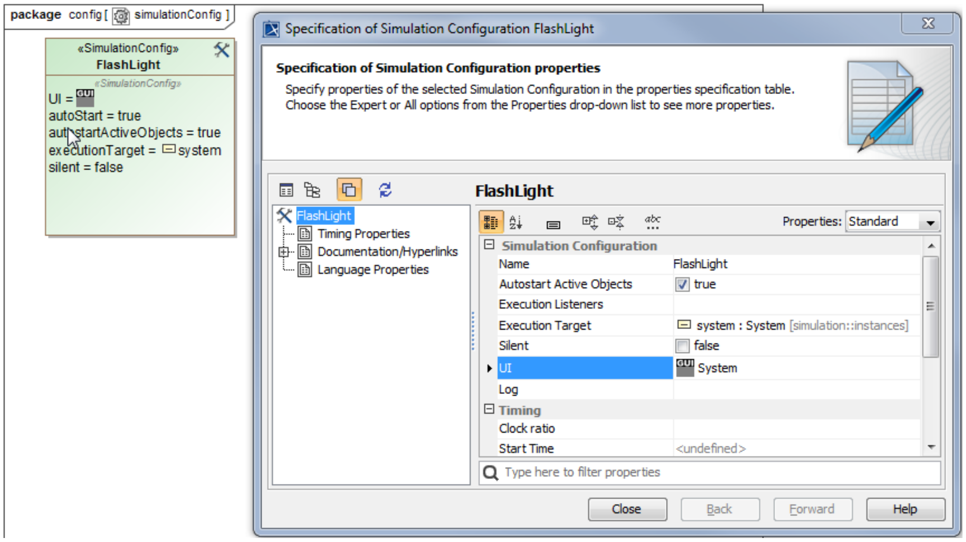
7. Drag the Button property to another UI panel. Now the UI panel represents the Button property as part of Class system.



8. Drag an existing UI Configuration named PowerButton to the UI panel that represents the Button property.



9. Create a new Simulation Configuration element on any Simulation Configuration diagrams; set the simulationTarget tag to Class system and set the UI tag to the UI Frame that represents the Class system.



package config [simulationConfig]

«SimulationConfig»
FlashLight
«SimulationConfig»
UI = GUI
autoStart = true
autostartActiveObjects = true
executionTarget = system
silent = false

Specification of Simulation Configuration FlashLight

Specification of Simulation Configuration properties

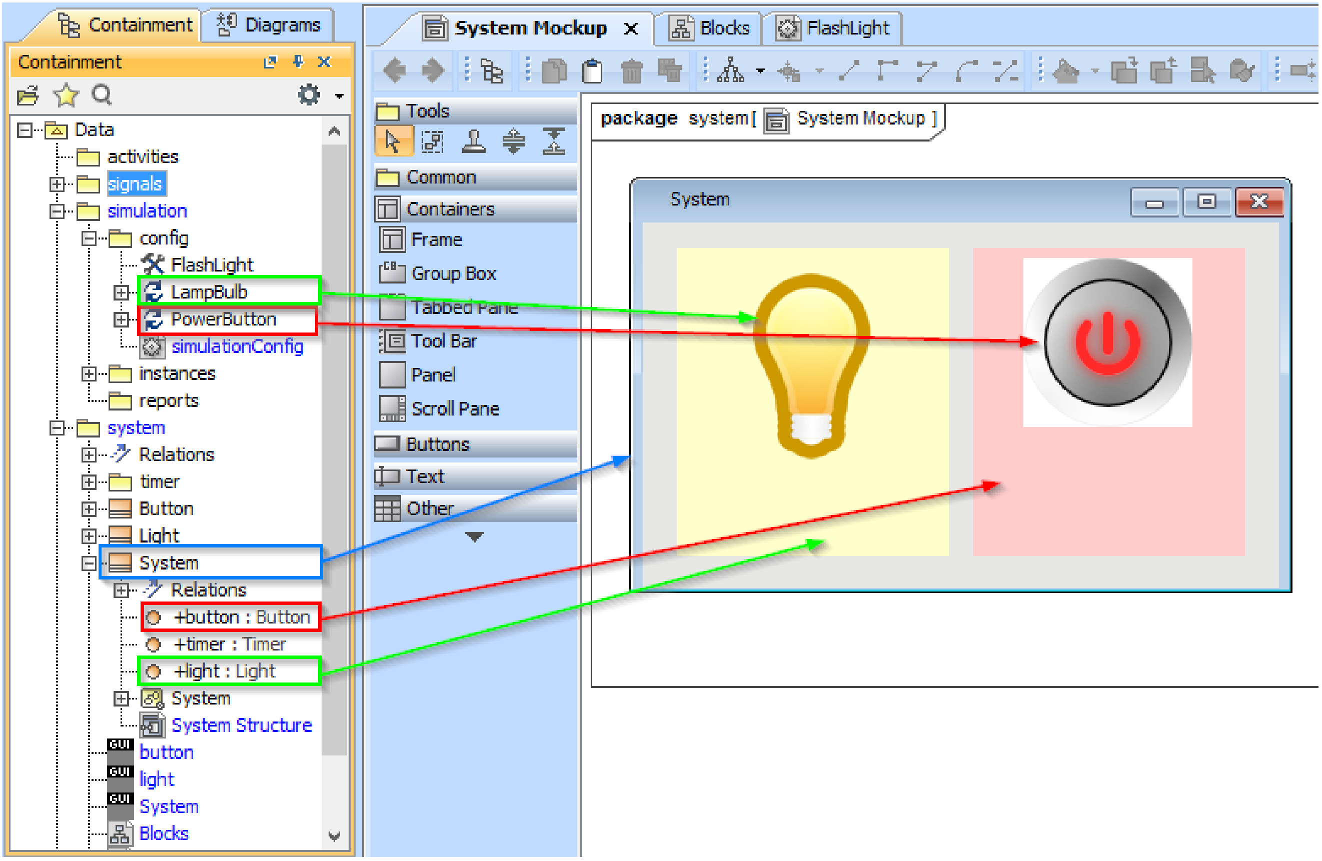
Specify properties of the selected Simulation Configuration in the properties specification table. Choose the Expert or All options from the Properties drop-down list to see more properties.

FlashLight

Properties: Standard

Simulation Configuration	
Name	FlashLight
Autostart Active Objects	☑ true
Execution Listeners	
Execution Target	system : System [simulation::instances]
Silent	□ false
UI	GUI System
Log	
Timing	
Clock ratio	
Start Time	<undefined>

10. Simulate and run the newly created Simulation Configuration. The UI Mockup will appear as illustrated in the following figure



Containment
Diagrams
Containment
Data
activities
signals
simulation
config
FlashLight
LampBulb
PowerButton
simulationConfig
instances
reports
system
Relations
timer
Button
Light
System
Relations
+button : Button
+timer : Timer
+light : Light
System
System Structure
button
light
System
Blocks
System Mockup
Blocks
FlashLight
Tools
Common
Containers
Frame
Group Box
Tabbed Pane
Tool Bar
Panel
Scroll Pane
Buttons
Text
Other
package system [System Mockup]
System