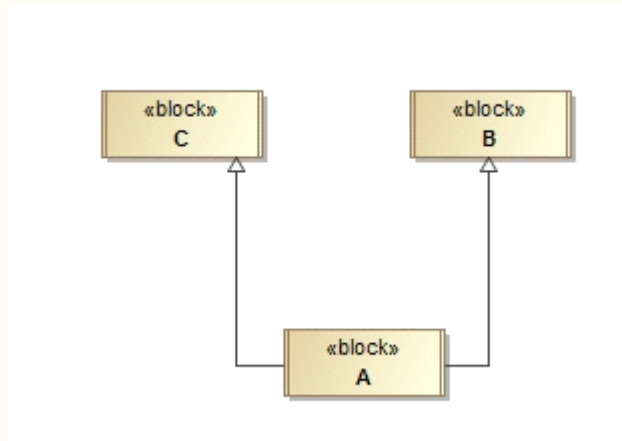


Classifier Behavior property

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 main panes: 'Sessions' and 'Variables'.

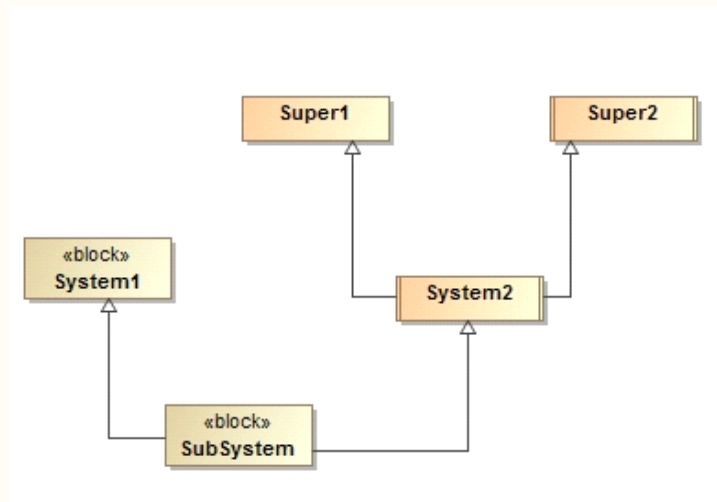
The 'Sessions' pane shows a tree view of simulation sessions. The root session is 'A [A@35ca2f74] (Started)', and it has a sub-session 'A [A@35ca2f74] (Started)'.

The 'Variables' pane shows a table of variables. The table has two columns: 'Name' and 'Value'. The first row shows the variable 'A [A]' with the value 'A@35ca2f74'.

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

Simulation

Trigger: s1 Animation speed:

Sessions x

- SubSystem [SubSystem@601aebce] (Started)
 - System1 [SubSystem@601aebce] (Started)
 - System2 [SubSystem@601aebce] (Started)
 - Super1 [SubSystem@601aebce] (Started)
 - Super2 [SubSystem@601aebce] (Started)

Variables x

Name
SubSystem [system2, super2, super1]

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