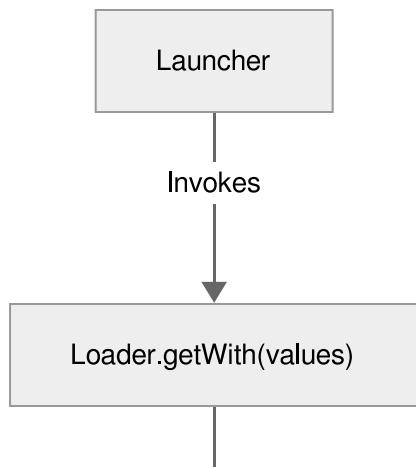


## Phase 2: Materialization



1. Inject Values

2. Execute Steps

Simulation Instance

## Phase 1: Definition



Execute Script

SimulationContext  
(The Recipe)

contains

List<BuildStep>

Binds

Builds

Reads

