# Initialize

- Start up every Part.

- Call initially() for every Part.

- If a Part generates output events, the events are put on the output queue, but are not delivered to their destinations

- [1]

# Run

❖ The Dispatcher runs a forever loop.

❖ The Dispatcher invokes *any one* Part that is *ready*.

❖ An invoked Part runs to completion, then "returns" to the Dispatcher.

❖ If a Part generates output Events, the Events are pushed onto the Part's Output Queue.

❖ Parts cannot have long-running loops (nor deep recursion).

❖ When a Part returns control back to the Dispatcher, the Dispatcher distributes all output events (described later).