

# Load

- ❖ Recursively instantiate Parts.
- ❖ Instantiate child Parts
- ❖ Instantiate Wires
  - ❖ Wires can only refer to parts within same enclosing Part



# 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]