We have the Class name, attribute name and the type of operation for each event

Semantically, it would be "I <eventType> the attribute <featureName> to class <class>

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ID** | **<class>** | **<featureName>** | **<eventType>** | **Meaning** | **Scope** |
| 1 | BehaviorSpecification | nodes | ADD | Main Model Container | Whole Model |
| 2 | Stimulus | name | SET | Stimulus Name | Input Trigger |
| ports | ADD | Stimulus Output Port |
| 3 | Display | name | SET | Display Name | Output Feedback |
| ports | ADD | Display Input Port |
| 4 | StructuredNode | ports | ADD | System input/Output Port | Application |
| processes | ADD | Process component |
| nChannels | ADD | Channel component |
| 5 | Port | pChannels | ADD | Port-to-Port Channel | Connection between Application and Stimulus/Display |
| portExtension | SET | Port-to-Process Channel |
| name | SET | Port Name |
| 6 | Process | name | SET | Process Component Name | Behavioral Component |
| 7 | Channel | pFrom | SET | pChannel -> port From | Communication Component:  <pFrom, pTo> and <nFrom, nTo> automatically generated when Graphical actions happen |
| pTo | SET | pChannel -> port To |
| nFrom | SET | Process From |
| nTo | SET | Process To |
| name | SET | Channel name |
| rendezVous | SET | Channel rendezvous (CSP MoC) |
| queueSize | SET | Queue Payload Size |
| message | SET | Channel Payload |
| 8 | Message | name | SET | Payload name | Payload exchanged among processes |
| entry | ADD | Payload Data |
| 9 | Entry | name | SET | Data name | Payload Data type (fixed list) |
| type | SET | Data type |

Syntax: event <class> <featureName> <eventType>

Semantic: Table above