

## 1.1 The onStop Sections

A model or a class may contain an `onStop` section. Both models and classes may contain up to one such a section. It contains a sequence of expressions that are evaluated when the model (simulation) is stopped; or the agent is deleted. It gives a good opportunity to close opened files or to calculate some statistics from the whole run.

The syntax is the following:

```
onStop() {  
    <statement1>;  
    <statement2>;  
    ...  
}
```

The parenthesis after the name may be omitted. The expressions in an `onStop` block must be statements.

*Example:*

```
model ModelOnStop {  
    onStop {  
        println( "Simulation terminated." );  
    }  
}
```

The demonstration model above does nothing else but prints the text `Simulation terminated.` on the console when the simulation is stopped.

*Example:*

```
model AgentOnStop {  
    class Agent {  
        onStop {  
            println( "Agent deleted." );  
        };  
    }  
  
    startup() {  
        delete( new Agent[] );  
    };  
};
```

The code above creates an agent that is immediately deleted as well. Upon deletion, the `onStop` block of the agent is executed, printing the text `Agent deleted` on the console.