Binding Connector
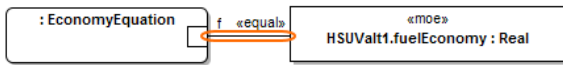
A Binding connector is the only connector that allows to bind Constraint Parameter to the properties of other Block. It is a connector which specifies that the properties at both ends of the connector have equal values. If the properties at both ends of a binding connector are typed by Data Types or Value Types, it means that the instances of the properties at both ends must hold equal values, recursively through any nested properties within the connected properties. If the properties at both ends of a binding connector are typed by Blocks, it means that the instances of the properties must refer to the same block instance. As with any connector owned by a SysML Block, each end of a binding connector may be nested within a multi-level path of properties accessible from the owning Block. The NestedConnectorEnd stereotype is used to represent such nested ends, just as for nested ends of other SysML connectors.

The two ends of a binding connector must have either the same type or types that are compatible so that equality of their values can be defined.