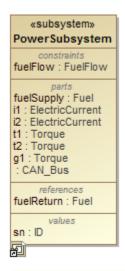
Subsystem

A Subsystem is typically a large, encapsulated block within a larger system.

You can convert any Block to a Subsystem if you decide that the appropriate Block is decomposed. It may be called a system (i.e., Power Subsystem, Brake Subsystem, Lightening Subsystem).



Visibility representation SysML, properties and operations of the Block are public. Visibility representation literals, like +, #, ~, -, are not displayed in the Containment tree or in the element symbol on a diagram.

Converting a Block to Subsystem

To convert a Block to Subsystem

- 1. Right-click a Block.
- Select Refactor > Convert To > More Specific > Subsystem.
 The Block is converted to a Subsystem.

Related pages

SysML Block Definition Diagram