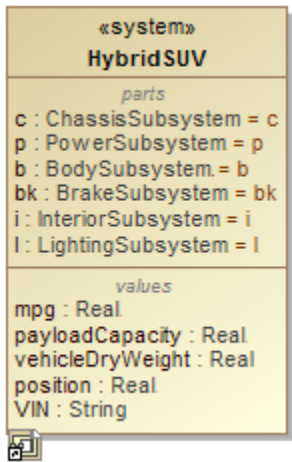



System

A System is an artificial artifact consisting of blocks that pursue a common goal which cannot be achieved by the system's individual elements. A block can be software, hardware, a person, or an arbitrary unit.



**Visibility representation.**
In 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.

Related pages

- [SysML Block Definition Diagram](#)