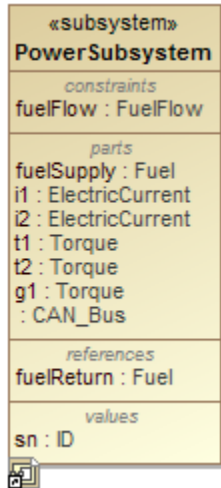# Subsystem

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**
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.

Converting a Block to Subsystem

To convert a Block to Subsystem

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

Related pages

- SysML Block Definition Diagram