

# Modeling structure with Blocks

This section describes how to work in two types of diagrams that are dedicated to model a structure of systems: [SysML Block Definition Diagram](#) (BDD) and [SysML Internal Block Diagram](#) (IBD). The elements in the BDD are **elements of definition** while the elements in the IBD are **elements of usage**. Elements of definition describe the unique instances and can be reused in multiple context to share this definition. E.g. the [Block](#) is a definition and is used as type in IBD. The IBD displays usages of [Blocks](#) that is the [Part Properties](#) and [Reference Properties](#) of the Block. In other words, Part Properties are the usages of the Block in the context of composing Block.

Read the following topics to learn how to model your structure:

- [Defining Blocks in Block Definition Diagram](#)
- [Decomposing Blocks](#)
- [Defining interfaces using ports](#)
- [Connecting Blocks in SysML Internal Block Diagram](#)
- [SysML specific compartments](#)
- [Using Units](#)
- [Initial Values](#)
- [Creating Interface Control Document tables](#)
- [Rollup Pattern Wizard](#)
- [Layout templates](#)
- [Diagram aspects](#)
- [Automatic Instantiation wizard](#)
- [Extract Structure Wizard](#)