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).

| «subsystem» PowerSubsystem |
|--|
| constraints fuelFlow : FuelFlow |
| parts fuelSupply : Fuel i1 : ElectricCurrent i2 : ElectricCurrent t1 : Torque t2 : Torque g1 : Torque : CAN_Bus |
| references fuelReturn : Fuel |
| values sn : ID |

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

Related pages

SysML Block Definition Diagram