Definition of a System

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Whenever you refer to an entity, you see a whole of the one. The standalone one works against or according to outside rules, and the intrinsic mechanisms collaborate to support its existence.

It can be a chair; it sits on the floor against gravity, its supporting points hold the platform firmly in some way. The supporting points don't have to be four supporting points nor discs, as long as they can make the platform stable.

It can be a creature; it consumes organic materials in the world. Its internal organs work to provide energy and eliminate unnecessary substances. Its trunk absorbs or channels substances it needs and protects its whole.

It can be a family. Each in the family can have specific work to do. The whole has to produce the living necessities and process the living procedure in a relatively intimate way.

It can be an organization, sustaining a shared function through coordinated roles towards an operational identity. The internal mechanisms work according to the roles, the code, the norms, or the duties.

It can be a country, which governs a defined population and territory through formalized structures to maintain internal order, manage shared resources, and interface with external systems.

It can be specific language speakers. They share idioms, cultural references, mutual intelligibility, and media consumption. The inner components can be the native speakers, the learners, the teachers, the translators, and the publishers. The language education and media platforms can be the subsystems that support the system. It interacts externally with non-English speakers and translation dynamics.

It can be a game. The mechanism is to make participants behave in a limited way so they can focus on their specific ability in the playground. Different mechanisms encourage the

participants to make decisions of permutation according to their preferences, showing various traits due to different characteristics.

So, when we talk about a system, it has to have a purpose for its existence. And each component has to be meaningful toward the system's main purpose. For example, a role that eliminates the harmful portion is necessary only when the system has to digest such a harmful portion for its purpose. The mechanisms are designed to restrain components, rewarding or penalizing them according to their proclivities so that the system creator doesn't have to monitor everything to make the components work toward the system's purpose.