# **System State Viewpoint**

Domain: Functional Aspect: Behavior

### **Example**

FFDS System Mode & State

### **Purpose**

The System State Viewpoint defines the condition(s) of the SOI or parts of it that constrain the execution of System Function(s). A System State is a pre-condition or post-condition of a Use Case, or is used in Requirement(s). The valid transition(s) between System State(s) and the condition(s) for transitioning are specified.

### **Applicability**

[tbd] Note:

### Stakeholder

- Customer
- Maintainer
- Safety Expert
- Security Expert
- System Architect
- User

#### Concern

- Which system functions are dependent on a systems mode or state?
- Which modes and states does the system have?

#### **Presentation**

[tbd] Note:

### **Profile Model Reference**

- Event [UML\_Standard\_Profile]
- SAF DomainKind

- SAF\_LogicalElement
- SAF\_SFV03b\_View
- SAF\_SystemFunction
- State [UML\_Standard\_Profile]
- StateMachine [UML\_Standard\_Profile]
- StateMachine [UML\_Standard\_Profile]
- Transition [UML\_Standard\_Profile]

## **Input from other Viewpoints**

### **Required Viewpoints**

none

### **Recommended Viewpoints**

- System Context Definition Viewpoint
- System Domain Item Kind Viewpoint
- System Process Viewpoint