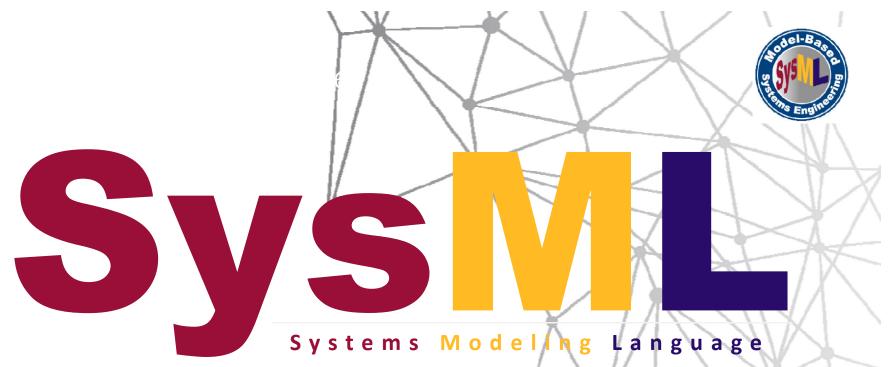
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Introduction to SysML

Language Architecture

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Internal Block Diagram- UML Extension



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Why SysML Tutorial?

SysML tutorial will give you an outline about the model-based framework with SysML, including however not constrained to definitions, prerequisites, and apparatuses. This article is perfect for those people who are simply beginning to find out about this subject, or need to spruce up their insight.





Introduction to SysML

SysML offers support to the detail, assessment, plan, check, and approval of an extensive variety of complex frameworks. Such frameworks may comprise of equipment, programming, data, procedures, work force, and offices.

SysML was first started as a strategic choice by the International Council on Systems Engineering's (INCOSE) Model Driven Systems Design workgroup in January 2001 to change the Unified Modeling Language (UML) for the utilization in frameworks building. Such prompted a cooperation among INCOSE and the Object Management Group (OMG), keeping up the UML determination, to commonly allow the OMG Systems Engineering Domain Special Interest Group (SE DSIG) in July 2001.

The SE DSIG, with the help of INCOSE and the ISO AP 233 workgroup, made the determinations for the displaying dialect, later were distributed by the OMG as a major aspect of the UML for Systems Engineering Request for Proposal (UML for SE RFP; OMG record advertisement/2003-03-41) in March 2003.



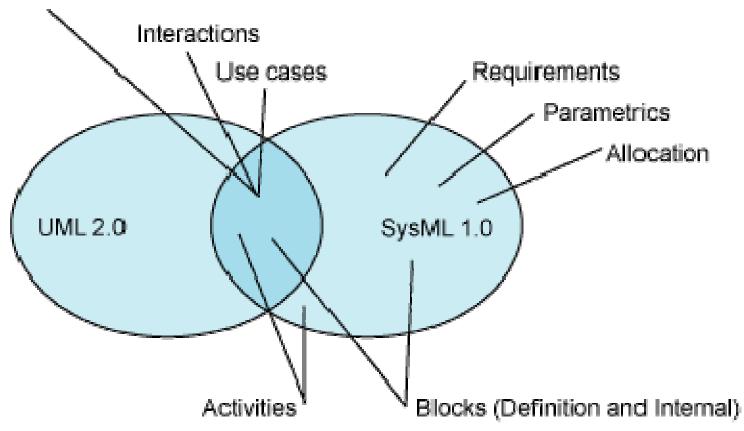


Today, it is a standard exercise for frameworks architects to apply an assortment of displaying dialects, devices, and procedures on huge frameworks ventures. In a response like how UML consolidated the demonstrating dialects utilized as a part of the product business', SysML will probably join the different displaying dialects directly connected in frameworks designing.

SysML is intended to convey straightforward yet solid structure to show an assortment of frameworks building issues. It is particularly proficient in distinguishing prerequisites, structure, conduct, assignments, and confinements of framework properties to help designing investigation. The dialect expects to offer help to a few procedures and strategies, for example, organized, protest situated, and others, yet every strategy may implement additional impediments on how a system or graph compose might be connected. This kind of dialect offers most, yet not all, of the particulars of the UML for Systems Engineering.



State Machines





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SysML reprocesses a subcategory of UML 2 and gives extra extensions required to discourse requirements in the UML for Systems Engineering. This requirement records the language architecture in regards to the elements of UML 2 that are reused and the extensions to UML 2.

Design Principals

- Requirements-driven
- UML reuse
- UML extensions
- Partitioning
- Layering
- Interoperability

SysML Modeling Elements

- Allocations
- Rationales
- Diagram Frames
- Model Views and Viewpoints
- Problems





Extension Mechanisms

This requirement applies the following instruments to describe the SysML extensions:

- UML stereotypes
- UML diagram extensions
- Model libraries
- SysML stereotypes describe new modeling frameworks by spreading existing UML 2 structures with new assets and restraints.
- SysML diagram extensions explain new diagram footnotes that complement diagram notations reused from UML 2.
- SysML model libraries define unique model components that are accessible for reuse.
- The SysML user model is developed by instantiating its meta-model and using the stereotypes stated in the SysML profile, and optionally referencing or sub-setting the model components in the SysML model library.



Compliance

Compliance with SysML involves the subset of UML necessary for SysML is executed, and that the SysML extensions to this subset are executed as well. To completely conform to SysML, a device must establish both the concrete syntax (notation) and abstract syntax (metamodel) for the required UML subset and the SysML extensions. The following sections explain the description of compliance for SysML.



1. Compliance with UML Subset (UML4SysML)

The subset of UML needed for SysML is quantified in regards to a subset of metaclasses introduced from the UML 2 metamodel. It is arranged in terms of 3 levels of modeling competencies:

- Level 1 (L1); offers the base of UML concepts from the UML kernel and supplements language units for use cases, interactions, structures, actions, and activities.
- Level 2 (L2); extends the language units already delivered in Level 1 and adds language units for state machine modeling and profiles.
- Level 3 (L3); signifies the whole UML subset for SysML by improving the language units already provided in Level 2 and supplementing language units for modeling generalization sets, association classes, and information flows and for model packaging.

2. Compliance with SysML Extensions

In addition to UML, more units of compliance for SysML are the sub-packages of the SysML profile, except for Deprecated Elements, which is not a compliance unit. SysML package include:

- Activities (with or without probability)
- Allocations
- Blocks
- Constrain blocks
- Model elements
- Ports and flows (with or without item flow)
- Requirement

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3. Meaning of Compliance

- Abstract syntax compliance
- Concrete syntax compliance

Compliance for a given level can be expressed as:

- abstract syntax compliance
- concrete syntax compliance
- abstract syntax with concrete syntax compliance



SysML Model Elements

The Model-Elements package of SysML describes general-purpose frameworks that may be demonstrated on several forms of SysML diagram. Such consist of package, model, various types of dependencies, restraints, and comments.

Diagram Elements

Diagram elements mostly include comments, constraints, problem, rationale, and dependencies. Dependencies are compromised of the dependency subtypes Conform, Realization, and Refine, shown on all SysML diagram types, in addition to the diagram elements that are specific to each diagram type.



Blocks

Blocks are secluded units of framework portrayal. Each square depicts an accumulation of particulars to clarify a framework or other segment of intrigue. These may incorporate both basic and social highlights, for example, properties and activities, to speak to the condition of the framework and conduct that the framework may display.

Blocks give a universally useful capacity to display frameworks as trees of measured components. The specific sorts of components, the kinds of associations amongst them, and the way these segments join to clarify the entire framework would all be able to be picked in light of the objectives of a particular framework display. SysML blocks can be connected over every one of the phases of framework necessity and plan, and can be utilized as a part of different sorts of frameworks. These contain demonstrating either the sound or physical breakdown of a framework, and the prerequisite of programming, equipment, or human segments. Parts in these frameworks may speak with a wide range of devices, for example, programming capacities, unmistakable state changes, streams of information sources and yields, or constant associations.

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Block Diagram Elements

- Block definition diagram
- Internal Block Diagram

Block Definition Diagram- UML Extension

- Block and Value-Type Definitions
- Default «block» stereotype on unlabeled box
- Labeled compartments
- Constraints compartment
- Namespace compartment
- Structure compartment
- Unit and Quantity-Kind definitions
- Default multiplicities
- Property-specific type

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Internal Block Diagram- UML Extension

- Property types
- Block reference in diagram frame
- Compartments on internal properties
- Compartments on a diagram frame
- Property path name
- Nested connector end
- Property-specific type
- Initial values compartment
- Default multiplicities





