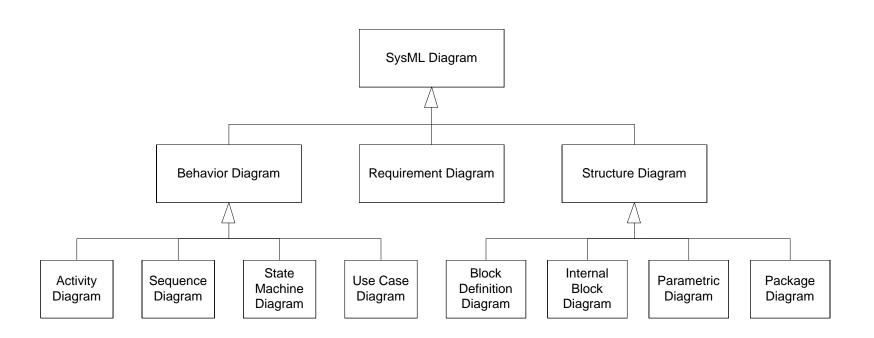
# SysML Structural Diagrams 1

Introduction to Systems Engineering 12ISE

### SysML: Diagram types



### Introduction

• There are 4 different types of structural diagams:

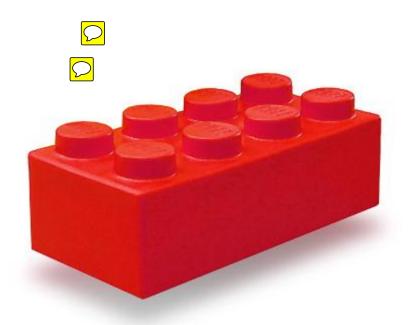


 Block Definition Diagram (bdd) – Structural system elements called blocks and their composition



- Internal Block Diagram (ibd) Interconnection and interfaces between the parts of a block
- Parametric diagram (par) Constraints on property values
- Package diagram (pkg) The organization of a model into packages
  that contain model elements

# **Blocks**



### SysML structural diagrams – the *blocks*

- The block is the fundamental model element for describing system structure
  - Hardware, software, person, facility, water, atmosphere, files,...

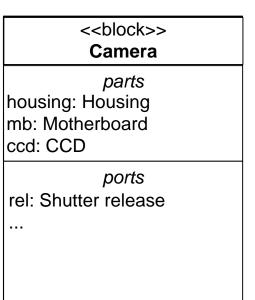
- The block is a type
  - A common description of similar instances, just like a C++ class

### **Blocks**

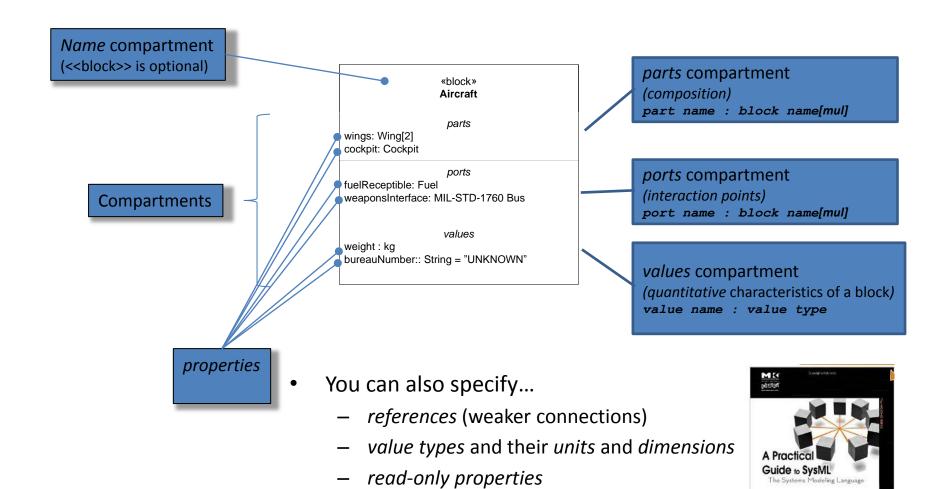
- The block is drawn as a rectangle on a diagram canvas
- The block may be divided into compartments



- The top compartment always contains the block's name
  - Name is mandatory
  - <<bloom> is optional
- Other compartments may be used to represent other block features
  - Parts, operations, ports, ...
- Each compartment contains properties



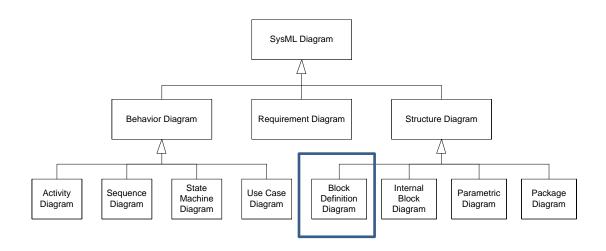
### Blocks – the works



initial property values, their distribution

Sanford Friedenthal Alan Moore Rick Steiner

# SysML Block Definition Diagrams



### SysML: Block definition diagram



- A Block Definition Diagram (BDD) is used to define blocks and their relationship other blocks (their composition)
- A BDD may be used to define any kind of structure
  - Logical, physical, etc.

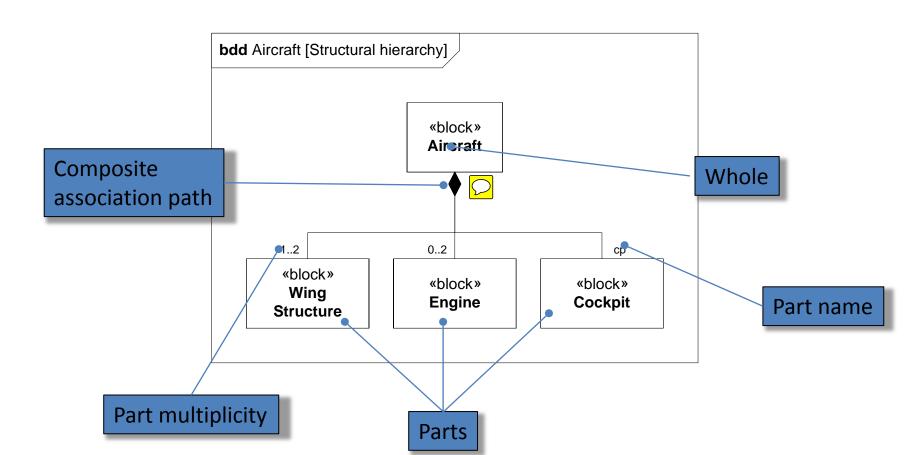
 BDDs are also used to define other relationships between blocks, e.g. allocation of functions to physical entities



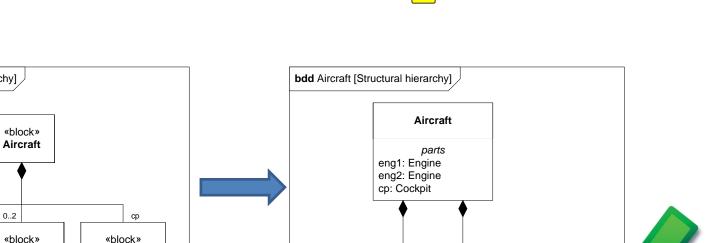
# bdd: Composition relationships

The most common kind of relationship is composition:

"Consists-of" or "whole-part" relationship, e.g. "an Aircraft consists-of 1-2 wings, 0-2 engines and 1 cockpit"



### bdd: Variants 🖂



leftWing

rightWing

«block» Wing Structure



Cockpit

0..2

**Engine** 

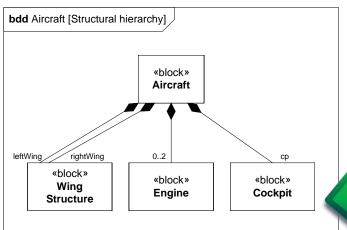
**bdd** Aircraft [Structural hierarchy]

1..2

«block»

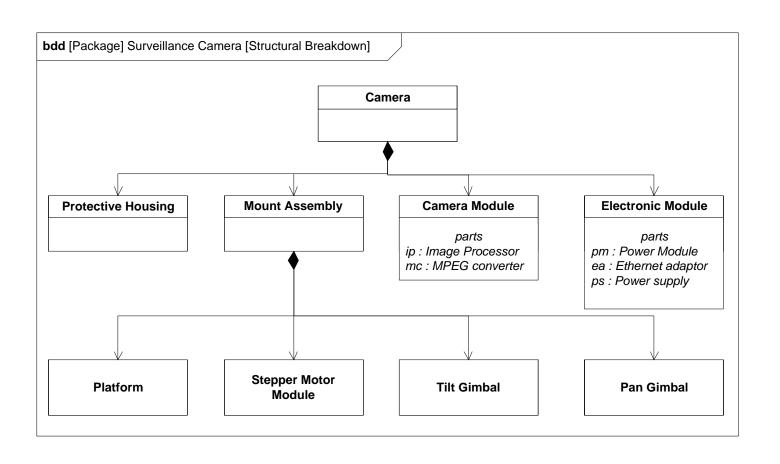
Wing

Structure



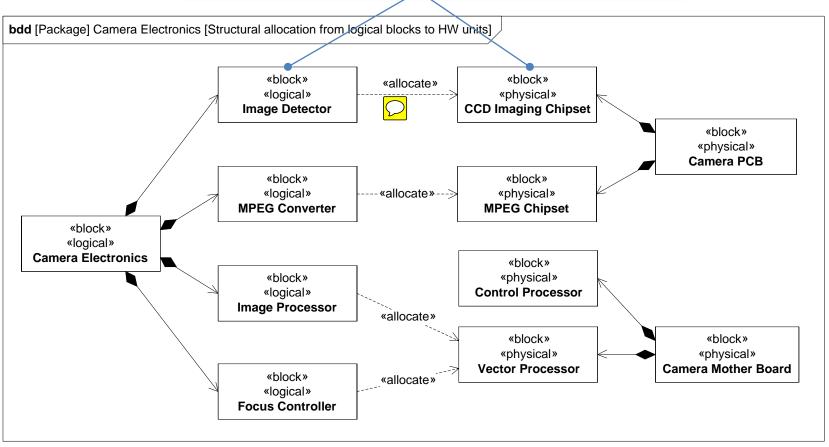
# bdd: Deeper hierarchy

How would you read this diagram? "A camera consists of..."



### bdd: Another use

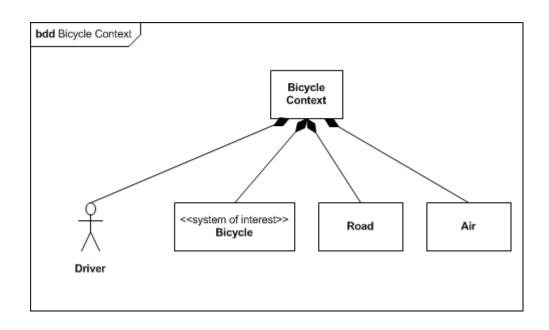




# bdd: Defining the system's context

 A top-level bdd is often used to define the context of the system of interest (SOI)





#### Your turn!

- Describe the hierarchical structure of a bicycle in a Block Definition Diagram (bdd).
  - The bdd must contain at least 2 hierarchical levels.
  - Use Composite Association Paths to relate the blocks.



#### From last time: Your turn!

Create a bdd for an access control system

