

Just enough SysML II

Concepts on SysML modelling of behaviour

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Agenda

① Introduction

② State machines

- Fundamentals

- States

- Transitions

- Regions

- More on states

- Going beyond the state machine context

③ Activity diagrams

④ Simulation

⑤ Concluding remarks

State machines

Activity diagrams

Good old flow diagrams with syntactic sugar.

Executing activities and state machines

Recapping