**ABSTRACT**

UML 2.0 and SysML 1.0 are standards which are used as a common language and notation for modeling software systems, enabling better communication between development teams and customers.

UML 2.0 is a modeling language that allows developers to create diagrams that represent various aspects of a software system, including structure, behavior, and interactions.

SysML 1.0 is an extension of UML 2.0 that is specifically designed for system engineering applications. It provides a set of modeling constructs that enable developers to model complex systems, including hardware and software components.

Designing software with the standards is a crucial aspect of software development.

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