Course
OUTLINE

Applying SysML in MagicDraw

Module 01

Introduction

- Trainer and Participant introductions
- Introduction to modeling
- Introduction to SysML
- Introduction to MagicDraw/Cameo
- A Case Study Definition

Module 02

Structural System Decomposition

- Package Diagram Notation
- Decomposing System into Packages
- Modeling Package Dependencies
- Practical Assignment: Modeling Package Structure

Module 03

Analyzing User Needs

- Use Case Diagram Notation
- Identifying Actors
- Identifying Use Cases
- Use Case Relationships
- Practical Assignment: Modeling Use Cases

Module 04

Defining System Requirements

- From Use Cases to System Requirements
- Requirements Diagram Notation
- Specifying Requirements
- Defining Requirements Structure
- Verifying Requirements with Test Cases
- Requirements Relationships
- Practical Assignment: Modeling Requirements

Module
05

Defining Structural Blocks (Black Box View)

- Block Definition Diagram Notation
- Structural Blocks
- Modeling Block Properties
- Defining Relationships between Blocks
- Defining System Data Dictionary
- Practical Assignment: Modeling Black Box View of a System

Module
06

Modeling Block Structure (White Box View)

- Internal Block Diagram
- Visualizing Block Parts
- Linking Parts with Connectors
- Defining Ports
- Defining Item Flows and Interface Blocks
- Practical Assignment: Modeling White Box View of a System

Module
07

Modeling System Constraints

- Defining Constraint Blocks
- Binding Constraint Properties with Value Properties
- Executing Parametrics
- Practical Assignment: Modeling Parametrics

Module
08

Designing State-Based Behavior

- State Machine Diagram Notation
- Identifying States
- Defining State Transition Events
- Specifying Signals
- Specifying Effects
- Executing State Machines
- Practical Assignment: Modeling State Machines

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