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 2.3.3 Identify System Interaction Points
 2.4 Modeling Use Cases; 2.4.1 Identify Use Cases; 2.4.2 Describe Use Case Essences; 2.4.3 Describe System Processes; 2.4.4 Model Use Cases Without Redundancies; 2.4.5 Model Use Case Flows; 2.4.6 Model Object Flows; 2.5 Model Domain Knowledge; 2.6 Create Glossary; 2.7 Realizing Use Cases; 2.7.1 Model System/Actor Interaction; 2.7.2 Derive System Interfaces; 2.7.3 Model System Structures; 2.7.4 Desire State Model; 2.8 Marginal Notes; 2.8.1 Variant Management; 2.8.2 Model Simulation; 2.8.3 Testing; 2.8.4 The System of Systems; 2.8.5 Modeling Patterns
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Sommario/riassunto

UML, the Universal Modeling Language, was the first programming language designed to fulfill the requirement for "universality." However, it is a software-specific language, and does not support the needs of engineers designing from the broader systems-based perspective. Therefore, SysML was created. It has been steadily gaining popularity, and many companies, especially in the heavily-regulated Defense, Automotive, Aerospace, Medical Device and Telecomms industries, are already using SysML, or are planning to switch over to it in the near future. However, little information is curr