



# Introduction to the OMG Systems Modeling Language (OMG SysML™)

A Full-Day Workshop; August 31, 2006  
By Sandy Friedenthal



Are you interested in:

An introduction in the recently adopted standard modeling language for SE  
Understanding the SysML diagram types and their purpose  
Enhancing your foundation for applying model-driven systems engineering methods  
Then this workshop is for you!

## Workshop Abstract

The OMG Systems Modeling Language (OMG SysML™) is a general-purpose graphical modeling language for specifying, analyzing, designing, and verifying complex systems that may include hardware, software, information, personnel, procedures, and facilities. In particular, it provides graphical representations with a semantic foundation for modeling system requirements, behavior, structure, and integration with a broad range of engineering analysis. SysML represents a subset of UML 2.0 with extensions needed to satisfy the requirements of the UML™ for Systems Engineering RFP.

This tutorial provides an introduction to how SysML can address the needs of the systems engineer. It includes background and motivation, an overview of the SysML diagram types, and selected sample problems to demonstrate how the language can be used as part of a typical SE process. For more information, go to (<http://www.omgSysml.org/>).

The SysML specification was developed in response to these requirements by a diverse group of tool vendors, end users, academia, and government representatives. The OMG SysML™ Specification was adopted in May 2006

and enters the finalization process through the OMG that will lead to a formally available specification. Several tool vendors have early implementations available now or in the near future.

## About the Instructor

**Sanford Friedenthal** - Mr. Friedenthal is currently a Principal System Engineer for the Lockheed Martin. His experience includes the system life cycle from conceptual design, through development and production on a broad range of systems, and has been a manager for systems engineering responsible for ensuring systems engineering processes are implemented on the programs. He has been a lead developer of advanced systems engineering processes and methods including the Lockheed Martin Integrated Engineering Process, the Software Productivity Consortium's Integrated Systems and Software Engineering Process, and the Object-Oriented Systems Engineering Method (OOSEM). Mr. Friedenthal also led the Industry Standards effort through the Object Management Group and INCOSE to develop a UML based systems modeling language (OMG SysML) that has been recently adopted by the OMG.

Date: August 31, 2006  
Time: 8 AM to 5 PM (includes Continental Breakfast and Lunch)  
Place: 3rd Floor, Carnegie Laboratory, Stevens Campus, Hoboken, New Jersey 07030  
Deadline: August 10, 2006  
Cost: See below for details

**Enrollment Information:** Enrollment may be made by organizations or individuals. We recommend non-members consider a membership in INCOSE and pay the lower tutorial fee.

**How to Enroll:** Payment can be made by Check/Cash. Email or Anita Chandrasekar at [achandr2@stevens.edu](mailto:achandr2@stevens.edu) or Vishwajeet Kulshreshtha at [vkulshre@stevens.edu](mailto:vkulshre@stevens.edu)

**Enrollment Packets:** Course material will be distributed on the day of the tutorial at the registration desk. Registration begins at 7:30 AM. The course is scheduled to begin at 8 AM and end at 5pm.

Continental breakfast and lunch will be provided: If you have special needs, dietary, hearing, etc., please contact Shobi Sivadasan at [ssivadas@stevens.edu](mailto:ssivadas@stevens.edu)

Tutorial Fees	INCOSE Member	Non-Member	Part-Time Student	Full-Time Student
	\$25	\$35	\$15	\$10



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## Registration

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NAME (LAST, FIRST, MIDDLE, INITIAL)

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	\$25	\$35	\$15	\$10

Note: Check should be made payable to "Stevens Institute of Technology" and be mailed to the following address

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