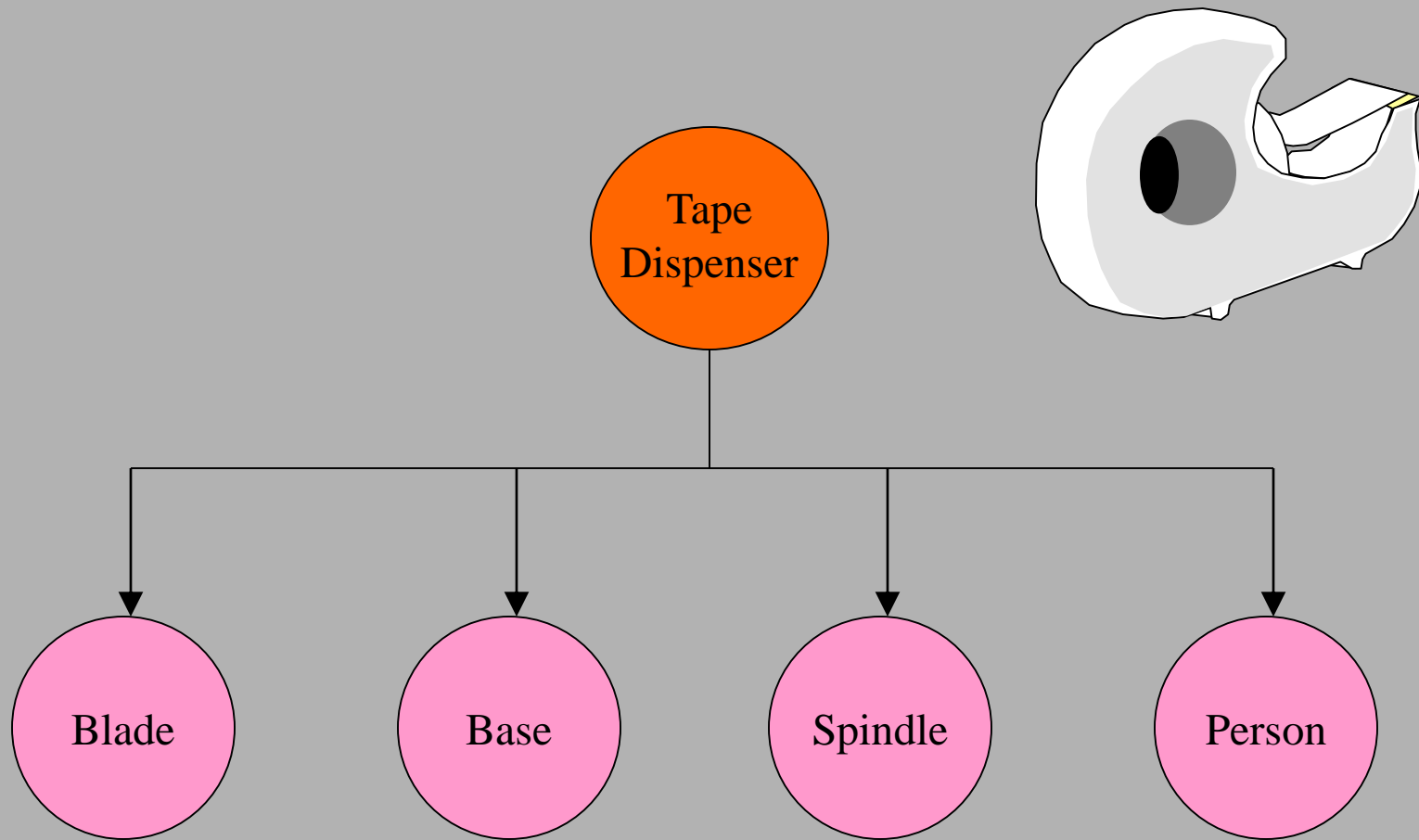


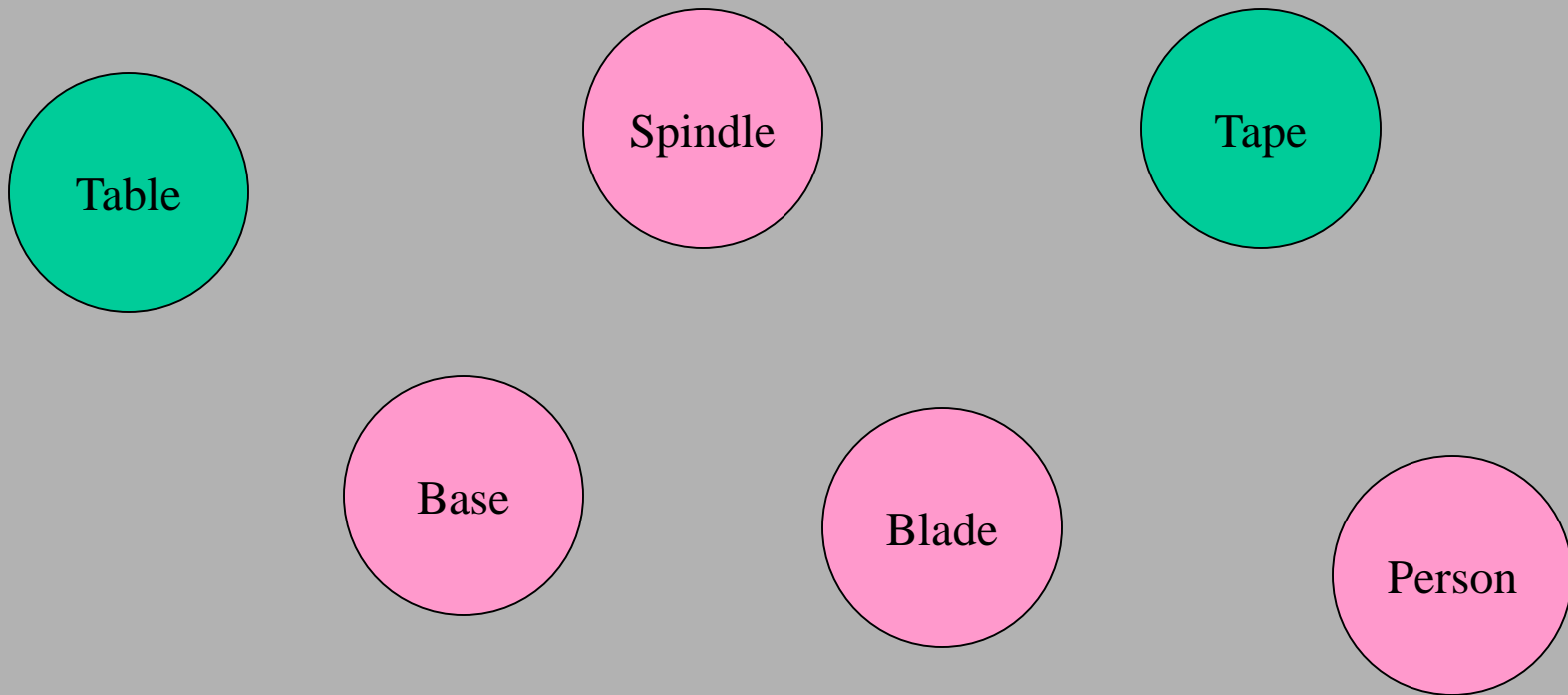
Writing Systems of Functions

1. Break System Down into Functional Parts



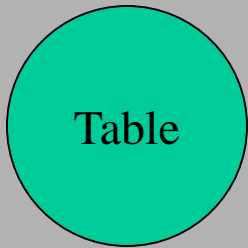
2. Identify super-system elements

(The system interacts directly with these Objects—
These Objects are involved in the Job being done)

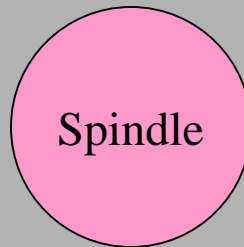


Super-System Elements are those we do not have direct control over

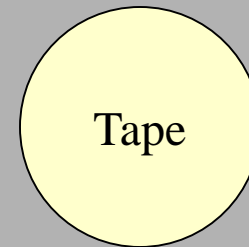
3. Identify the “System Products” (The primary objects that the system seeks to modify)



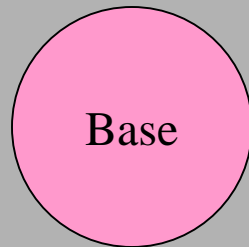
Table



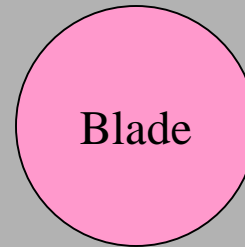
Spindle



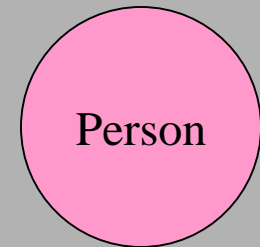
Tape



Base



Blade



Person

4. Draw function links between the elements (links between super-system elements is not usually necessary)

