

**System Composer™**

Reference



**MATLAB® & SIMULINK®**

R2020b



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## *System Composer™ Reference*

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# Functions

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## addChoice

Add variant choices to variant component

### Syntax

```
compList = addChoice(variantComponent,choices)
compList = addChoice(variantComponent,choices,labels)
```

### Description

`compList = addChoice(variantComponent,choices)` creates variant choices specified in `choices` in the specified variant component and returns their handles.

`compList = addChoice(variantComponent,choices,labels)` creates variant choices specified in `choices` with labels `labels` in the specified variant component and returns their handles.

### Examples

#### Add Choices

Create a model, get the root architecture, create one variant component, and add two choices for the variant component.

```
model = systemcomposer.createModel('archModel');
arch = get(model,'Architecture');
variant = addVariantComponent(arch,'Component1');
compList = addChoice(variant,{'Choice1','Choice2'});
```

### Input Arguments

#### **variantComponent** — Architecture component

variant component object

Architecture component where variant choices are added, specified as a `systemcomposer.arch.VariantComponent` object.

#### **choices** — Variant choice names

cell array of character vectors

Variant choice names, specified as a cell array of character vectors. The length of `choices` must be the same as `labels`.

Data Types: char

#### **labels** — Variant choice labels

cell array of character vectors

Variant choice labels, specified as a cell array of character vectors. The length of `labels` must be the same as `choices`.

Data Types: char

## Output Arguments

### **compList** – Created components

array of components

Created components, returned as an array of `systemcomposer.arch.Component` objects. This array is the same size as `choices` and `labels`.

## See Also

`addVariantComponent` | `getActiveChoice` | `getChoices` | `makeVariant`

## Topics

“Create Variants”

**Introduced in R2019a**

# addComponent

Add components to architecture

## Syntax

```
components = addComponent(architecture, compNames)  
components = addComponent(architecture, compNames, stereotypes)
```

## Description

`components = addComponent(architecture, compNames)` adds a set of components specified by the array of names.

`components = addComponent(architecture, compNames, stereotypes)` applies stereotypes specified in the `stereotypes` to the new components.

## Examples

### Create Model with Two Components

Create a model, get the root architecture, and create components.

```
model = systemcomposer.createModel('archModel');  
arch = get(model, 'Architecture');  
names = {'Component1', 'Component2'};  
comp = addComponent(arch, names);
```

## Input Arguments

### architecture — Parent architecture

architecture object

Parent architecture to which component is added, specified as a `systemcomposer.arch.Architecture` object.

### compNames — Names of components

cell array of character vectors

Name of components, specified as a cell array of character vectors. The length of `compNames` must be the same as `stereotypes`.

Data Types: char

### stereotypes — Stereotypes to apply to components

cell array of character vectors

Stereotypes to apply to components, specified as a cell array of character vectors. Each element is the fully qualified stereotype name for the corresponding component in the form '`<profile>.<stereotype>`'.



Data Types: char

## Output Arguments

### **components — Created components**

cell array of component objects

Created components, returned as a cell array of `systemcomposer.arch.Component` objects.

## See Also

`addPort` | `connect`

## Topics

“Components”

**Introduced in R2019a**

# addComponent

**Package:** `systemcomposer.View`

Add component to view given path

## Syntax

```
viewComp = addComponent(object, compPath)
```

## Description

`viewComp = addComponent(object, compPath)` adds the component with the specified path.

`addComponent` is a method for the class `systemcomposer.view.ViewArchitecture`.

## Input Arguments

### **object** – View architecture

view architecture object

View architecture, specified as a `systemcomposer.view.ViewArchitecture` object.

### **compPath** – Path to the component

character vector

Path to the component including the name of the top-model, specified as a character vector.

Data Types: `char`

## Output Arguments

### **viewComp** – View component

view component object

View component, returned as a `systemcomposer.view.ViewComponent` object.

## See Also

`removeComponent` | `systemcomposer.view.BaseViewComponent` |  
`systemcomposer.view.ComponentOccurrence` | `systemcomposer.view.ViewArchitecture` |  
`systemcomposer.view.ViewComponent` | `systemcomposer.view.ViewElement`

**Introduced in R2019b**

# addVariantComponent

Add variant components to architecture

## Syntax

```
variantList = addVariantComponent(architecture,variantComponents)
variantList = addVariantComponent(architecture,variantComponents,'Position',
position)
```

## Description

`variantList = addVariantComponent(architecture,variantComponents)` adds a set of components specified by the array of names.

`variantList = addVariantComponent(architecture,variantComponents,'Position',position)` creates a variant component the architecture at a given position.

## Examples

### Create Variant with Two Components

Create model, get root architecture, and create a component with two variants.

```
model = systemcomposer.createModel('archModel');
arch = get(model,'Architecture');
names = {'Component1','Component2'}
variants = addVariantComponent(arch,names);
```

## Input Arguments

### **architecture** — Parent architecture

architecture object

Parent architecture to which component is added, specified as a `systemcomposer.arch.Architecture` object.

### **variantComponents** — Names of variant components

cell array of character vectors

Names of variant components, specified as a cell array of character vectors.

Data Types: char

### **position** — Vector that specifies location of top corner and bottom corner of component

1x4 array

Vector that specifies location of top corner and bottom corner of component, specified as a 1x4 array. The array denotes the top corner in terms of its x and y coordinates followed by the x and y coordinates of the bottom corner. When adding more than one variant component, a matrix of size [Nx4] may be specified where N is the number of variant components being added.

Data Types: double

## **Output Arguments**

### **variantList – Handles to variant components**

array of components

Handles to variant components, returned as an array of `systemcomposer.arch.VariantComponent` objects. This array is the same size as `variantComponents`.

### **See Also**

`addChoice` | `addPort` | `connect` | `getActiveChoice` | `setActiveChoice`

### **Topics**

“Components”

**Introduced in R2019a**

# addElement

Add signal interface element

## Syntax

```
element = addElement(interface,name)
element = addElement(interface,name,Name,Value)
```

## Description

`element = addElement(interface,name)` adds an element to a signal interface with default properties.

`element = addElement(interface,name,Name,Value)` sets the properties of the element as specified in `Name,Value`.

## Examples

### Add an Interface and an Element

Add an interface `newsignal` to the interface dictionary of the model, and add an element `newelement` with type `double`.

```
arch = systemcomposer.createModel('newmodel',0);
interface = addInterface(arch.InterfaceDictionary,'newsignal');
element = addElement(interface,'newelement','Type','double')
```

```
element =
  SignalElement with properties:

    Interface: [1x1 systemcomposer.interface.SignalInterface]
      Name: 'newelement'
      Type: 'double'
    Dimensions: '1'
    Units: ''
    Complexity: 'real'
      Minimum: '[]'
      Maximum: '[]'
    Description: ''
      UUID: '2b47eaa6-191a-439a-ba2b-2bcc3209b912'
    ExternalUUID: ''
```

## Input Arguments

### **interface** — New interface object

signal interface

New interface object, specified as a `systemcomposer.interface.SignalInterface` object.

**name — Name of new element**

character vector

Name of new element with a valid variable name, specified as a character vector.

Data Types: char

**Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: 'Type', 'double'

**Type — Data type of element**

valid data type character vector

Data type of element, specified as the comma-separated pair consisting of 'Type' and a valid data type character vector.

Data Types: char

**Dimensions — Dimensions of element**

positive integer array

Dimensions of element, specified as the comma-separated pair consisting of 'Dimensions' and a positive integer array. Each element of the array is the size of the element in the corresponding direction. A scalar integer indicates a scalar or vector element and a row vector with two integers indicates a matrix element.

Data Types: double

**Complexity — Complexity of element**

'real' | 'complex'

Complexity of element, specified as the comma-separated pair 'Complexity' and 'real' if the element is purely real, or 'complex' if an imaginary part is allowed.

Data Types: char

**Output Arguments****element — New interface element object**

signal element

New interface element object, returned as a `systemcomposer.interface.SignalElement` object.

**See Also**

`getElement` | `getInterfaces` | `linkDictionary` | `systemcomposer.createDictionary` | `unlinkDictionary`

**Topics**

“Define Interfaces”

**Introduced in R2019a**

# addPort

Add ports to architecture

## Syntax

```
ports = addPort(architecture,portNames,portTypes)
ports = addPort(architecture,portNames,portTypes,stereotypes)
```

## Description

`ports = addPort(architecture,portNames,portTypes)` adds a set of ports with specified names.

`ports = addPort(architecture,portNames,portTypes,stereotypes)` also applies stereotypes to a set of ports.

## Examples

### Add Ports to Architecture

Create a model, get the root architecture, add a component, and add ports.

```
model = systemcomposer.createModel('archModel');
rootArch = get(model,'Architecture');
newcomponent = addComponent(rootArch,'NewComponent');
newport = addPort(newcomponent.Architecture,'NewCompPort','in');
```

## Input Arguments

### **architecture** — Component architecture

architecture object

Component architecture, specified as a `systemcomposer.arch.Architecture` object. `addPort` adds ports to the architecture of a component. Use `<component>.Architecture` to access the architecture of a component.

### **portNames** — Names of ports

cell array of character vectors

Names of ports, specified as a cell array of character vectors. If necessary, System Composer appends a number to the port name to ensure uniqueness. The size of `portNames`, `portTypes`, and `stereotypes` must be the same.

Data Types: char

### **portTypes** — Port directions

cell array of character vectors

Port directions, specified as a cell array of character vectors. A port direction can be either 'in' or 'out'.



Data Types: char

### **stereotypes — Stereotypes to apply to components**

cell array of stereotype objects

Stereotypes to apply to components, specified as a cell array of `systemcomposer.profile.Stereotype` objects. Each stereotype in the array must either be a stereotype that applies to all element types, or a port stereotype.

## **Output Arguments**

### **ports — Created ports**

cell array of ports

Created ports, returned as a cell array of `systemcomposer.arch.ComponentPort` or `systemcomposer.arch.ArchitecturePort` objects.

## **See Also**

`addComponent` | `connect` | `destroy` | `systemcomposer.arch.BasePort`

## **Topics**

“Ports”

**Introduced in R2019a**

## addInterface

Create named interface in interface dictionary

### Syntax

```
interface = addInterface(dictionary,name)
interface = addInterface(dictionary,name,'SimulinkBus',busObject)
```

### Description

`interface = addInterface(dictionary,name)` adds a named interface to a specified interface dictionary.

`interface = addInterface(dictionary,name,'SimulinkBus',busObject)` constructs an interface that mirrors an existing Simulink® bus object.

### Examples

#### Add an Interface

Add an interface 'newInterface' to the specified data dictionary.

```
interface = addInterface(dictionary,'newInterface')
```

#### Add a Simulink Bus Mirrored Interface

Add a named interface that mirrors an existing Simulink bus object to a specified dictionary.

```
interface = addInterface(dictionary,'newInterface','SimulinkBus','myBus')
```

### Input Arguments

#### **dictionary** — Data dictionary attached to architecture model

dictionary object

Data dictionary attached to architecture model, specified as a `systemcomposer.interface.Dictionary` object. This is the default data dictionary that defines local interfaces or an external data dictionary that carries interface definitions. If the model links to multiple data dictionaries, then `dictionary` must be the one that carries interface definitions. For information on how to create a dictionary, see `systemcomposer.createDictionary`.

#### **name** — Name of new interface

character vector

Name of new interface, specified as a character vector.

Data Types: char

**busObject** — Simulink bus object that new interface mirrors

bus object

Simulink bus object that new interface mirrors where the interface is already defined, specified as a Simulink bus object.

**Output Arguments****interface** — New interface object

signal interface object

New interface object, returned as a `systemcomposer.interface.SignalInterface` object.

**See Also**

`addElement` | `getInterface` | `getInterfaceNames` | `linkDictionary` | `systemcomposer.createDictionary`

**Topics**

“Define Interfaces”

**Introduced in R2019a**

## addProperty

Define a custom property for a stereotype

### Syntax

```
property = addProperty(stereotype, name)
property = addProperty(stereotype, name, Name, Value)
```

### Description

`property = addProperty(stereotype, name)` returns a new property definition with name that is contained in `stereotype`.

`property = addProperty(stereotype, name, Name, Value)` returns a property definition that is configured with specified property values.

### Examples

#### Add a Property

Add a component stereotype and add a 'VoltageRating' property with value 5.

```
profile = systemcomposer.profile.Profile.createProfile('myProfile');
stereotype = addStereotype(profile, 'electricalComponent', 'AppliesTo', 'Component');
property = addProperty(stereotype, 'VoltageRating', 'DefaultValue', '5');
```

### Input Arguments

#### stereotype — Stereotype to which property is added

stereotype object

Stereotype to which property is added, specified as a `systemcomposer.profile.Stereotype` object.

#### name — Name of property

character vector

Name of property unique within the stereotype, specified as a character vector.

Data Types: `char`

#### Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: `'Type', 'double'`

**Type — Property data type**

double (default) | single | int64 | int32 | int16 | int8 | uint64 | uint32 | uint8 | boolean | string | enumeration class name

Type of this property. One of valid data types or the name of a MATLAB class that defines an enumeration. For more information, see “Use Enumerated Data in Simulink Models”.

Example: `addProperty(stereotype, 'Color', 'Type', 'BasicColors')`

Data Types: char

**Dimensions — Dimensions of property**

positive integer array

Dimensions of property, specified as a positive integer array. Empty implies no restriction.

Data Types: double

**Min — Minimum value**

numeric

Optional minimum value of this property. To set both 'Min' and 'Max' together, use the `setMinAndMax` method.

Example: `setMinAndMax(property, min, max)`

Data Types: double

**Max — Maximum value**

numeric

Optional maximum value of this property. To set both 'Min' and 'Max' together, use the `setMinAndMax` method.

Example: `setMinAndMax(property, min, max)`

Data Types: double

**Units — Property units**

character vector

Units of the property value, specified as a character vector. If specified, all values of this property on model elements are checked for consistency with these units according to Simulink unit checking rules. For more information, see “Unit Consistency Checking and Propagation”.

Data Types: char

**DefaultValue — Default value**

cell array of string value and string unit | string expression

Default value of this property, specified as a string expression or a cell array of string value and string unit.

Data Types: double

**Output Arguments****property — Created property**

property object

Created property, returned as a `systemcomposer.profile.Property` object.

**See Also**

`getProperty` | `setProperty`

**Topics**

“Define Profiles and Stereotypes”

“Set Tags and Properties for Analysis”

**Introduced in R2019a**

# addStereotype

Add stereotype to profile

## Syntax

```
stereotype = addStereotype(profile, stereotypeName)
stereotype = addStereotype(profile, stereotypeName, Name, Value)
```

## Description

`stereotype = addStereotype(profile, stereotypeName)` adds a new stereotype with the specified name.

`stereotype = addStereotype(profile, stereotypeName, Name, Value)` specifies the properties of the stereotype.

## Examples

### Add Component Stereotype

Add a component stereotype to the profile.

```
addStereotype(profile, 'electricalComponent', 'AppliesTo', 'Component')
```

## Input Arguments

### profile — Profile object

profile

Profile object, specified as a `systemcomposer.profile.Profile` object.

### stereotypeName — Name of new stereotype

character vector

Name of new stereotype, specified as a character vector. The name of the stereotype must be unique within the profile.

Data Types: char

### Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: `addStereotype(profile, 'electricalComponent', 'AppliesTo', 'Component')`

### Name, Value — Stereotype properties and values

positive integer array

See `systemcomposer.profile.Stereotype` for stereotype properties and values.

## **Output Arguments**

### **stereotype — Created stereotype**

stereotype object

Created stereotype, returned as a `systemcomposer.profile.Stereotype` object.

## **See Also**

`getStereotype`

## **Topics**

“Create a Profile and Add Stereotypes”

**Introduced in R2019a**



# AnyComponent

**Package:** systemcomposer.query

Create query to select all components in model

## Syntax

```
query = AnyComponent()
```

## Description

query = AnyComponent() creates a query object that the find method and the createViewArchitecture method use to select all components in the model.

## Examples

### Select All Components in Model

Import the package that contains all of the System Composer queries.

```
import systemcomposer.query.*;
```

Open the Simulink project file.

```
scKeylessEntrySystem
```

Open the model.

```
m = systemcomposer.openModel('KeylessEntryArchitecture');
```

Create a query to find all components and list the second.

```
constraint = AnyComponent();
components = find(m,constraint, 'Recurse',true, 'IncludeReferenceModels',true);
components(2)
```

```
ans =
```

```
1x1 cell array
```

```
{'KeylessEntryArchitecture/Door Lock//Unlock System/Door Lock Controller'}
```

## Output Arguments

### query — Query

query constraint object

Query, returned as a systemcomposer.query.Constraint object.

## See Also

createViewArchitecture | find | systemcomposer.query.Constraint

**Topics**

“Creating Architectural Views Programmatically”

**Introduced in R2019b**

# applyProfile

Apply profile to a model

## Syntax

```
applyProfile(modelObject,profileFile)
```

## Description

`applyProfile(modelObject,profileFile)` applies the profile to an architecture model and makes all of the constituent stereotypes available.

## Input Arguments

### **modelObject** – Architecture model object

model object

Architecture model object, specified as a `systemcomposer.arch.Model` object.

### **profileFile** – Name of profile

character vector

Name of profile, specified as a character vector.

Example: 'SystemProfile'

Data Types: char

## See Also

`createProfile` | `removeProfile`

## Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

# applyStereotype

Apply stereotype to architecture model element

## Syntax

```
applyStereotype(element, stereotype)
```

## Description

`applyStereotype(element, stereotype)` applies a stereotype to an architecture model element. The function adds the specified stereotype if it is not already applied to a model element. Stereotypes can be applied to architecture, component, port, and connector model elements.

## Input Arguments

### **element** — Model element

architecture object | component object | port object | connector object

Model element, specified as a `systemcomposer.arch.Architecture`, `systemcomposer.arch.Component`, `systemcomposer.arch.ComponentPort`, `systemcomposer.arch.ArchitecturePort`, or `systemcomposer.arch.Connector` object.

### **stereotype** — Fully qualified name of stereotype

character vector

Fully qualified name of stereotype, specified as a character vector in the form '`<profile>.<stereotype>`'. The profile must already be applied to the model.

Data Types: char

## See Also

`batchApplyStereotype` | `getStereotypes` | `removeStereotype`

## Topics

“Use Stereotypes and Profiles”

**Introduced in R2019a**

# batchApplyStereotype

Apply stereotype to all elements in specified architecture

## Syntax

```
batchApplyStereotype(architecture,elementType,stereotype)
batchApplyStereotype(architecture,elementType,stereotype,'Recurse',flag)
```

## Description

`batchApplyStereotype(architecture,elementType,stereotype)` applies the stereotype to all elements that match the `elementType` within the architecture.

`batchApplyStereotype(architecture,elementType,stereotype,'Recurse',flag)` applies the stereotype to all elements that match the `elementType` within the architecture and its sub-architectures.

## Examples

### Apply a Stereotype to All Connectors

Apply the `standardConn` stereotype in the `GeneralProfile` profile to all connectors within the architecture `arch`.

```
batchApplyStereotype(arch,'Connector','GeneralProfile.standardConn');
```

## Input Arguments

### **architecture** — Architecture model element

architecture object

Architecture model element, specified as a `systemcomposer.arch.Architecture` object. Parent architecture layer for all components to attach the stereotype.

### **elementType** — Type of architecture element

'Component' | 'Port' | 'Connector' | 'Instance'

Type of architecture element to apply the stereotype, specified as a character vector of 'Component', 'Port', 'Connector', or 'Instance'. The stereotype must be applicable for this element type.

Data Types: char

### **stereotype** — Stereotype to apply

character vector

Stereotype to apply, specified as a character vector in the form '`<profile>.<stereotype>`'. The stereotype must be applicable to components.

Data Types: char

**flag – Apply stereotype recursively**

false or 0 (default) | true or 1

Apply stereotype recursively, specified as a `logical` or numeric value. If `flag` is 1 (`true`), the stereotype is applied to the elements in the architecture and its sub-architectures.

Data Types: `logical`

**See Also**

`applyStereotype` | `getStereotypes` | `removeStereotype`

**Topics**

“Use Stereotypes and Profiles”

**Introduced in R2019a**

# close

Close profile

## Syntax

```
close(profile, force)
```

## Description

`close(profile, force)` closes the profile. If there are unsaved changes, you will receive an error unless the argument `force` is true.

---

**Tip** Use `closeAll` to close all loaded profiles.

---

## Input Arguments

### **profile** – Profile

profile object

Profile, specified as a `systemcomposer.profile.Profile` object.

### **force** – Force the close

false or 0 (default) | true or 1

Force close the profile, specified as a logical or numeric value 1 (true) or 0 (false).

Data Types: `logical`

## See Also

`find` | `load` | `open` | `save` | `systemcomposer.profile.Profile`

## Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

## close

Close allocation set

### Syntax

```
close(allocSet, force)
```

### Description

`close(allocSet, force)` closes the allocation set. If there are unsaved changes, you will receive an error unless the argument `force` is true.

---

**Tip** Use `closeAll` to close all loaded allocation sets.

---

### Input Arguments

#### **allocSet** – Allocation set

allocation set object

Allocation set, specified as a `systemcomposer.allocation.AllocationSet` object.

#### **force** – Force the close

false or 0 (default) | true or 1

Force close the allocation set, specified as a logical or numeric value 1 (true) or 0 (false).

Data Types: `logical`

### See Also

`createScenario` | `deleteScenario` | `getScenario` | `load`

### Topics

“Create and Manage Allocations”

**Introduced in R2020b**



# close

**Package:** systemcomposer.arch

Close System Composer model

## Syntax

```
close(objModel)
```

## Description

close(objModel) closes the specified model in System Composer.

## Examples

### Create, Open, and Close a Model

```
Model = systemcomposer.createModel('modelName');  
open(Model)  
close(Model)
```

## Input Arguments

### objModel — Model to close in editor

model object

Model to close in the System Composer editor, specified as a systemcomposer.arch.Model object.

## See Also

createModel | loadModel | save

## Topics

“Create an Architecture Model”

**Introduced in R2019a**

# systemcomposer.allocation.Allocation

Allocation between source and target element

## Description

The `systemcomposer.allocation.Allocation` defines the allocation between the source element and the target element.

## Creation

```
% Create two allocations between four elements in  
% the default scenario, Scenario 1.  
defaultScenario = allocSet.getScenario('Scenario 1');  
defaultScenario.allocate(sourceElement1,sourceElement2);  
defaultScenario.allocate(sourceElement3,sourceElement4);
```

## Properties

### Source — Source element

element object

Source element, returned as a `systemcomposer.arch.Element` object.

### Target — Target element

element object

Target element, returned as a `systemcomposer.arch.Element` object.

### Scenario — Allocation scenario

allocation scenario object

Allocation scenario, returned as a `systemcomposer.allocation.AllocationScenario` object.

## See Also

`allocate` | `getAllocatedFrom` | `getAllocatedTo` | `getAllocation` | `getScenario`

## Topics

“Create and Manage Allocations”

## Introduced in R2020b

# allocate

Create new allocation

## Syntax

```
allocation = allocate(sourceElement,targetElement)
```

## Description

`allocation = allocate(sourceElement,targetElement)` creates a new allocation between the source element and the target element.

## Input Arguments

### **sourceElement** — Source element for allocation

element object | character vector

Source element for allocation, specified as a `systemcomposer.arch.Element` object or the name of an element as a character vector.

### **targetElement** — Target element for allocation

element object | character vector

Target element for allocation, specified as a `systemcomposer.arch.Element` object or the name of an element as a character vector.

## Output Arguments

### **allocation** — Allocation between source and target element

allocation object

Allocation between source and target element, returned as a `systemcomposer.allocation.Allocation` object.

## See Also

`deallocate` | `getAllocation`

## Topics

“Create and Manage Allocations”

**Introduced in R2020b**

# systemcomposer.allocation.AllocationScenario

Manage allocation scenario

## Description

The `systemcomposer.allocation.AllocationScenario` class defines a collection of allocations between elements in the source model to elements in the target model.

## Creation

```
scenario = createScenario(myAllocationSet);
```

## Properties

### Name — Name of allocation scenario

character vector

Name of allocation scenario, returned as a character vector.

Data Types: char

### Allocations — Allocations in the scenario

cell array of allocation objects

Allocations in the scenario, returned as a cell array of `systemcomposer.allocation.Allocation` objects.

### AllocationSet — Allocation set that this scenario belongs to

allocation set object

Allocation set that this scenario belongs to, returned as an `systemcomposer.allocation.AllocationSet` object.

### Description — Description of allocation set

character vector

Description of allocation set, returned as a character vector.

Data Types: char

## Object Functions

<code>allocate</code>	Create new allocation
<code>destroy</code>	Delete allocation scenario
<code>deallocate</code>	Delete allocation between source and target element
<code>getAllocation</code>	Get allocation between source and target elements
<code>getAllocatedFrom</code>	Get allocation target
<code>getAllocatedTo</code>	Get allocation source

## **See Also**

createScenario

## **Topics**

“Create and Manage Allocations”

**Introduced in R2020b**

## deallocate

Delete allocation between source and target element

### Syntax

```
deallocate(sourceElement, targetElement)
```

### Description

`deallocate(sourceElement, targetElement)` deletes allocation, if one exists, between a source and a target element.

### Input Arguments

#### **sourceElement** — Source element to delete allocation

element object | character vector

Source element to delete allocation, specified as a `systemcomposer.arch.Element` object or the name of an element as a character vector.

#### **targetElement** — Target element to delete allocation

element object | character vector

Target element to delete allocation, specified as a `systemcomposer.arch.Element` object or the name of an element as a character vector.

### See Also

`allocate` | `getAllocatedFrom` | `getAllocatedTo` | `getAllocation`

### Topics

“Create and Manage Allocations”

**Introduced in R2020b**

# destroy

Delete allocation scenario

## Syntax

```
destroy()
```

## Description

`destroy()` deletes the existing allocation scenario in the allocation set.

## See Also

`createScenario` | `deleteScenario` | `getScenario`

## Topics

“Create and Manage Allocations”

**Introduced in R2020b**

## getAllocation

Get allocation between source and target elements

### Syntax

```
allocation = getAllocation(sourceElement,targetElement)
```

### Description

`allocation = getAllocation(sourceElement,targetElement)` get the allocation, if one exists, between the source and target element.

### Input Arguments

#### **sourceElement** — Source element for allocation

element object | character vector

Source element for allocation, specified as a `systemcomposer.arch.Element` object or the name of the element as a character vector.

#### **targetElement** — Target element for allocation

element object | character vector

Target element for allocation, specified as a `systemcomposer.arch.Element` object or the name of the element as a character vector.

### Output Arguments

#### **allocation** — Allocation between source and target element

allocation object

Allocation between source and target element, returned as a `systemcomposer.allocation.Allocation` object.

### See Also

`allocate` | `deallocate` | `getAllocatedFrom` | `getAllocatedTo`

### Topics

“Create and Manage Allocations”

**Introduced in R2020b**



# getAllocatedFrom

Get allocation target

## Syntax

```
targetElements = getAllocatedFrom(element)
```

## Description

`targetElements = getAllocatedFrom(element)` gets all the elements that are allocated from the specified source element.

## Input Arguments

### **element** — Source element

element object | character vector

Source element, specified as a `systemcomposer.arch.Element` object or an element name as a character vector.

## Output Arguments

### **targetElements** — Target elements

array of element objects

Target elements that are allocated from the specified element, returned as an array of `systemcomposer.arch.Element` objects.

## See Also

`allocate` | `deallocate` | `getAllocatedTo`

## Topics

“Create and Manage Allocations”

**Introduced in R2020b**

## getAllocatedTo

Get allocation source

### Syntax

```
sourceElements = getAllocatedTo(element)
```

### Description

`sourceElements = getAllocatedTo(element)` gets all the source elements allocated to a specified element.

### Input Arguments

#### **element** — Target element

element object | character vector

The element for which you target to find the source elements, specified as a `systemcomposer.arch.Element` object or a name of the element as a character vector.

### Output Arguments

#### **sourceElements** — Source elements

array of element objects

Source elements that are allocated to the specified element, specified as an array of `systemcomposer.arch.Element` objects.

### See Also

`allocate` | `deallocate` | `getAllocatedFrom`

### Topics

“Create and Manage Allocations”

**Introduced in R2020b**

## closeAll

Close all loaded allocation sets

### Syntax

```
systemcomposer.allocation.AllocationSet.closeAll()
```

### Description

`systemcomposer.allocation.AllocationSet.closeAll()` closes all allocation sets without saving.

---

**Tip** Use `close` to close one allocation set.

---

### See Also

`createScenario` | `deleteScenario` | `getScenario` | `load`

### Topics

“Create and Manage Allocations”

**Introduced in R2020b**

## **closeAll**

Close all open profiles

### **Syntax**

```
systemcomposer.profile.Profile.closeAll()
```

### **Description**

`systemcomposer.profile.Profile.closeAll()` force closes all open profiles.

---

**Tip** Use `close` to close one open profile.

---

### **See Also**

`find` | `load` | `open` | `save` | `systemcomposer.profile.Profile`

### **Topics**

“Define Profiles and Stereotypes”

**Introduced in R2019a**

# connect

Create architecture model connections

## Syntax

```
connectors = connect(srcComponent, destComponent)
connectors = connect(srcPort, destPort)
connectors = connect(architecture, [srcComponent, srcComponent, ...], [
destComponent, destComponent, ...])
connectors = connect(architecture, [], destComponent)
connectors = connect(architecture, srcComponent, [])
connectors = connect( ____, Name, Value)
```

## Description

`connectors = connect(srcComponent, destComponent)` connects the unconnected output ports of `srcComponent` to the unconnected input ports of `destComponent` based on matching port names, and returns a handle to the connector.

`connectors = connect(srcPort, destPort)` connects a source port and a destination port.

`connectors = connect(architecture, [srcComponent, srcComponent, ...], [destComponent, destComponent, ...])` connects arrays of components in the architecture.

`connectors = connect(architecture, [], destComponent)` connects a parent architecture input port to a destination child component.

`connectors = connect(architecture, srcComponent, [])` connects a source child component to a parent architecture output port.

`connectors = connect( ____, Name, Value)` specifies options using one or more name-value pair arguments in addition to the input arguments in previous syntaxes.

## Examples

### Connect System Composer Components

Create and connect two components.

Create top level architecture model.

```
modelName = 'archModel';
arch = systemcomposer.createModel(modelName);
rootArch = get(arch, 'Architecture');
```

Create two new components.

```
names = {'Component1', 'Component2'};
newComponents = addComponent(rootArch, names);
```

Add ports to components.

```
outPort1 = addPort(newComponents(1).Architecture, 'testSig', 'out');  
inPort1 = addPort(newComponents(2).Architecture, 'testSig', 'in');
```

Connect components.

```
conns = connect(newComponents(1), newComponents(2));
```

View model.

```
systemcomposer.openModel(modelName);
```

Improve layout.

```
Simulink.BlockDiagram.arrangeSystem(modelName)
```

### **Connect System Composer Ports**

Create and connect two ports.

Create top level architecture model.

```
modelName = 'archModel';  
arch = systemcomposer.createModel(modelName);  
rootArch = get(arch, 'Architecture');
```

Create two new components.

```
names = {'Component1', 'Component2'};  
newcomponents = addComponent(rootArch, names);
```

Add ports to components.

```
outPort1 = addPort(newComponents(1).Architecture, 'testSig', 'out');  
inPort1 = addPort(newComponents(2).Architecture, 'testSig', 'in');
```

Extract component ports.

```
srcPort = getPort(newComponents(1), 'testSig');  
destPort = getPort(newComponents(2), 'testSig');
```

Connect ports.

```
conns = connect(srcPort, destPort);
```

View model.

```
systemcomposer.openModel(modelName);
```

Improve layout.

```
Simulink.BlockDiagram.arrangeSystem(modelName)
```

## Connect by Selecting Destination Element

Create and connect destination architecture port interface element to component.

Create top level architecture model.

```
modelName = 'archModel';
arch = systemcomposer.createModel(modelName);
rootArch = get(arch, 'Architecture');
```

Create new component.

```
newComponent = addComponent(rootArch, 'Component1');
```

Add destination architecture ports to component and architecture.

```
outPortComp = addPort(newComponent.Architecture, 'testSig', 'out');
outPortArch = addPort(rootArch, 'testSig', 'out');
```

Extract corresponding port objects.

```
compSrcPort = getPort(newComponent, 'testSig');
archDestPort = getPort(rootArch, 'testSig');
```

Add interface, interface element, and associate interface with architecture port.

```
interface = arch.InterfaceDictionary.addInterface('interface');
interface.addElement('x');
archDestPort.setInterface(interface);
```

Select element on architecture port and establish connection.

```
conns = connect(compSrcPort, archDestPort, 'DestinationElement', 'x');
```

View model.

```
systemcomposer.openModel(modelName);
```

Improve layout.

```
Simulink.BlockDiagram.arrangeSystem(modelName)
```

## Input Arguments

### **architecture** — Interface and underlying structural definition of model or component

architecture object

Interface and underlying structural definition of model or component, specified as a `systemcomposer.arch.Architecture` object.

### **srcComponent** — Source component

component object

Source component, specified as a `systemcomposer.arch.Component` object.

### **destComponent** — Destination component

component object

Destination component, specified as a `systemcomposer.arch.Component` object.

**srcPort — Source port**

port object

Source port to connect, specified as a `systemcomposer.arch.ComponentPort` or `systemcomposer.arch.ArchitecturePort` object.

**destPort — Destination port**

port object

Destination port to connect, specified as a `systemcomposer.arch.ComponentPort` or `systemcomposer.arch.ArchitecturePort` object.

**Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, . . . , NameN, ValueN`.

Example: `connect(archPort, compPort, 'SourceElement', 'a')`

**Stereotype — Option to apply stereotype to connector**

stereotype object

Option to apply stereotype to connector, specified as the comma-separated pair consisting of 'Stereotype' and a `systemcomposer.profile.Stereotype` object.

**Rule — Option to specify rule for connections**

'name' (default) | 'interface'

Option to specify rule for connections, specified as the comma-separated pair consisting of 'Rule' and 'name' based on name of ports or 'interface' based on interface name on ports.

**MultipleOutputConnectors — Option to allow multiple destination components**

false or 0 (default) | true or 1

Option for the same source component to connect to multiple destination components, specified as the comma-separated pair consisting of 'MultipleOutputConnectors' and a numeric or logical 1 (true) or 0 (false).

**SourceElement — Option to select source element for connection**

character vector

Option to select source element for connection, specified as the comma-separated pair consisting of 'SourceElement' and a character vector of the name of the signal element.

Data Types: char

**DestinationElement — Option to select destination element for connection**

character vector

Option to select destination element for connection, specified as the comma-separated pair consisting of 'DestinationElement' and a character vector of the name of the signal element.

Data Types: char



## Output Arguments

### **connectors** — Created connections

array of connections

Created connections, returned as an array of `systemcomposer.arch.Connector` objects.

## See Also

`addComponent` | `addElement` | `addInterface` | `addPort` | `createModel` |  
`getDestinationElement` | `getPort` | `getSourceElement` | `openModel` | `setInterface`

## Topics

“Create an Architecture Model”

**Introduced in R2019a**

## createAllocationSet

Create a new allocation set

### Syntax

```
allocSet = systemcomposer.allocation.createAllocationSet(name, sourceModel,  
targetModel)
```

### Description

`allocSet = systemcomposer.allocation.createAllocationSet(name, sourceModel, targetModel)` creates a new allocation set with the given name in which the source and target models are provided.

### Examples

#### Create an allocation set and open in Allocation Editor

```
% Create the allocation set with name MyNewAllocation.  
systemcomposer.allocation.createAllocationSet('MyNewAllocation',...  
    'Source_Model_Allocation', 'Target_Model_Allocation');  
  
% Open the allocation editor  
systemcomposer.allocation.editor()
```

### Input Arguments

#### **name** — Name of allocation set

model object | character vector

Name of allocation set, specified as a `systemcomposer.arch.Model` object or the name of a model as a character vector.

#### **sourceModel** — Source model for allocation

model object | character vector

Source model for allocation, specified as a `systemcomposer.arch.Model` object or the name of a model as a character vector.

#### **targetModel** — Target model for allocation

model object | character vector

Target model for allocation, specified as a `systemcomposer.arch.Model` object or the name of a model as a character vector.

### Output Arguments

#### **allocSet** — Allocation set

allocation set object

Allocation set created, returned as a `systemcomposer.allocation.AllocationSet` object.

**See Also**

`closeAll` | `load` | `open`

**Topics**

“Create and Manage Allocations”

**Introduced in R2020b**

## **createAnonymousInterface**

Create and set anonymous interface for port

### **Syntax**

```
interface = createAnonymousInterface(port)
```

### **Description**

`interface = createAnonymousInterface(port)` creates and sets an anonymous interface for a port.

### **Input Arguments**

#### **port — Port**

port object

Port, specified as a `systemcomposer.arch.ArchitecturePort` or `systemcomposer.arch.ComponentPort` object.

### **Output Arguments**

#### **interface — Signal interface**

signal interface object

Signal interface, returned as a `systemcomposer.interface.SignalInterface` object.

### **See Also**

`systemcomposer.arch.ArchitecturePort` | `systemcomposer.arch.ComponentPort`

### **Topics**

“Define Interfaces”

**Introduced in R2019a**

# createDictionary

Create data dictionary

## Syntax

```
dict_id = systemcomposer.createDictionary(dictionaryName)
```

## Description

`dict_id = systemcomposer.createDictionary(dictionaryName)` creates a new Simulink data dictionary to hold interfaces and returns a handle to the `systemcomposer.interface.Dictionary` object.

## Examples

### Create a New Dictionary

```
dict_id = systemcomposer.createDictionary('new_dictionary.sldd')
```

## Input Arguments

### dictionaryName — Name of new data dictionary

character vector

Name of new data dictionary, specified as a character vector. The name must include the `.sldd` extension.

Example: `'new_dictionary.sldd'`

Data Types: `char`

## Output Arguments

### dict\_id — Handle to the dictionary

dictionary object

Handle to the dictionary, returned as a `systemcomposer.interface.Dictionary` object.

## See Also

`linkDictionary` | `systemcomposer.openDictionary` | `unlinkDictionary`

## Topics

“Save, Link, and Delete Interfaces”

**Introduced in R2019a**

## createModel

Create a System Composer model

### Syntax

```
objModel = systemcomposer.createModel(modelName)
```

### Description

`objModel = systemcomposer.createModel(modelName)` creates a System Composer model with name `modelName` and returns its handle.

`createModel` is the constructor method for the class `systemcomposer.arch.Model`.

### Examples

```
model = systemcomposer.createModel('model_name')
```

```
model =
```

```
    model with properties:
```

```
        Name: 'model_name'  
        Architecture: [1x1 systemcomposer.arch.Architecture]  
        SimulinkHandle: 2.0005  
        Views: [0x0 systemcomposer.view.ViewArchitecture]  
        Profiles: [0x0 systemcomposer.profile.Profile]  
        InterfaceDictionary: [1x1 systemcomposer.interface.Dictionary]
```

### Input Arguments

#### **modelName** — Name of new model

character vector

Name of new model, specified as a character vector.

Data Types: char

### Output Arguments

#### **objModel** — Model handle

model object

Model handle, returned as a `systemcomposer.arch.Model` object.

### See Also

`loadModel` | `open` | `save`

### Topics

“Compose Architecture Visually”

**Introduced in R2019a**

## systemcomposer.profile.Profile.createProfile

Create profile

### Syntax

```
profile = systemcomposer.profile.Profile.createProfile(profileName,dirPath)
profile = systemcomposer.profile.Profile.createProfile(profileName)
```

### Description

`profile = systemcomposer.profile.Profile.createProfile(profileName,dirPath)` creates a new profile object of type `systemcomposer.profile.Profile` to setup a set of stereotypes. The `dirPath` argument specifies the directory in which the profile is to be created.

`profile = systemcomposer.profile.Profile.createProfile(profileName)` creates a new profile with name `profileName`.

### Example

```
profile = systemcomposer.profile.Profile.createProfile('new_profile')
```

### Input Arguments

#### **profileName** — Name of new profile

character vector

Name of new profile, specified as a character vector.

Example: 'new\_profile'

Data Types: char

#### **dirPath** — Directory path

character vector

Directory path where the profile will be saved, specified as a character vector.

Example: 'C:\Temp\MATLAB'

Data Types: char

### Output Arguments

#### **profile** — Profile handle

profile object

Profile handle, returned as a `systemcomposer.profile.Profile` object.

### See Also

`applyProfile` | `find` | `load` | `loadProfile` | `open` | `removeProfile` | `save`



**Topics**

“Create a Profile and Add Stereotypes”

**Introduced in R2019a**

## createScenario

Create new empty allocation scenario

### Syntax

```
scenario = createScenario(name)
```

### Description

`scenario = createScenario(name)` creates a new empty allocation scenario in the allocation set with the given name.

### Input Arguments

**name — Name of allocation set**

allocation set object | character vector

Name of allocation set, specified as a `systemcomposer.allocation.AllocationSet` object or the name as a character vector.

### Output Arguments

**scenario — New empty allocation scenario**

allocation scenario object

New empty allocation scenario, returned as a `systemcomposer.allocation.AllocationScenario` object.

### See Also

`deleteScenario` | `getScenario`

### Topics

“Create and Manage Allocations”

**Introduced in R2020b**

# createSimulinkBehavior

Create Simulink model and link component to it

## Syntax

```
createSimulinkBehavior(component,modelName)
```

## Description

`createSimulinkBehavior(component,modelName)` creates a new Simulink model with the same interface as the component and links the component to the new model. This method works only if the component has no children.

## Examples

### Create a Simulink Model and Link

Create a Simulink behavior model for the component `robotComp` in `Robot.slx` and link the component to the model.

```
createSimulinkBehavior(robotComp,'Robot');
```

## Input Arguments

### **component** — Architecture component

component object

Architecture component with no children, specified as a `systemcomposer.arch.Component` object.

### **modelName** — Model name

character vector

Model name of the Simulink model created by this function, specified as a character vector.

Example: `'Robot'`

Data Types: `char`

## See Also

`inlineComponent` | `linkToModel` | `saveAsModel`

## Topics

“Implement Components in Simulink”

## Introduced in R2019a

# createViewArchitecture

**Package:** systemcomposer.arch

Create view

## Syntax

```
view = createViewArchitecture(obj, name, Name, Value)
view = createViewArchitecture(obj, name, constraint, Name, Value)
view = createViewArchitecture(obj, name, constraint, groupBy, Name, Value)
```

## Description

`view = createViewArchitecture(obj, name, Name, Value)` creates an empty view with the given name.

`view = createViewArchitecture(obj, name, constraint, Name, Value)` creates a view with the given name where the contents are populated by finding all components in the model that satisfy the provided query.

`view = createViewArchitecture(obj, name, constraint, groupBy, Name, Value)` creates a view with the given name where the contents are populated by finding all components in the model that satisfy the provided query. The selected components are then grouped by the fully qualified property name.

## Examples

### Create a View Based on a Query and Review Status

```
scKeylessEntrySystem;
m = systemcomposer.openModel('KeylessEntryArchitecture');

import systemcomposer.query.*;
myQuery = HasStereotype(IsStereotypeDerivedFrom('AutoProfile.SoftwareComponent'));

view = m.createViewArchitecture('Software Review Status', myQuery, ...
    'AutoProfile.BaseComponent.ReviewStatus', 'Color', 'red');

m.openViews;
```

## Input Arguments

### **obj** — Model

architecture model object

Model to use to create a view, specified as a `systemcomposer.arch.Model` object.

### **name** — Name of view

character vector

Name of the view, specified as a character vector.

Data Types: char

### **constraint – Query**

query constraint object

Query, specified as a `systemcomposer.query.Constraint` object representing specific conditions. A constraint can contain a sub-constraint that can be joined together with another constraint using AND or OR. A constraint can also be negated using NOT.

#### **Query Objects and Conditions for Constraints**

<b>Query Object</b>	<b>Condition</b>
Property	A non-evaluated value for the given property or stereotype property.
PropertyValue	An evaluated property value from a System Composer object or a stereotype property.
HasPort	A component has a port that satisfies the given sub-constraint.
HasInterface	A port has an interface that satisfies the given sub-constraint.
HasInterfaceElement	An interface has an interface element that satisfies the given sub-constraint.
HasStereotype	An architecture element has a stereotype that satisfies the given sub-constraint.
IsInRange	A property value is within the given range.
AnyComponent	An element is a component and not a port or connector.
IsStereotypeDerivedFrom	A stereotype is derived from the given stereotype.

### **groupBy – User-defined property**

enumeration

User-defined property, specified as an enumeration by which to group components.

Data Types: enum

#### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, . . . , NameN, ValueN`.

Example: `createViewArchitecture(model, 'Software Review Status', myQuery, 'AutoProfile.BaseComponent.ReviewStatus', 'Color', 'red', 'IncludeReferenceModels', true)`

### **IncludeReferenceModels – Option to search for reference architectures**

false (default) | true

Option to search for reference architectures, or to not include referenced architectures, specified as the comma-separated pair consisting of `'IncludeReferenceModels'` and a logical `false` to not include referenced architectures and `true` to search for referenced architectures.

Example: `'IncludeReferenceModels', true`

Data Types: `logical`

## **Color — Color of view**

character array

Color of view, specified as the comma-separated pair consisting of `'Color'` and a character array that contains the name of the color or an RGB hexadecimal value.

Example: `'Color', 'blue'`

Example: `'Color', '#FF00FF'`

Data Types: `char`

## **Output Arguments**

### **view — Model architecture view**

view architecture object

Model architecture view created based on the specified query and properties, specified as a `systemcomposer.view.ViewArchitecture` object.

## **See Also**

`find | systemcomposer.query.Constraint`

### **Topics**

“Build an Architecture Model from Command Line”

“Creating Architectural Views Programmatically”

**Introduced in R2019b**

# createViewComponent

Create new view component

## Syntax

```
viewComp = createViewComponent(object,name)
```

## Description

`viewComp = createViewComponent(object,name)` creates a new view component with the provided name.

`createViewComponent` is a method for the class `systemcomposer.view.ViewArchitecture`.

## Examples

### Create View Component

Create view component with context view.

```
scKeylessEntrySystem
zcModel = systemcomposer.loadModel('KeylessEntryArchitecture');
fobSupplierView = zcModel.createViewArchitecture("FOB Locator System Supplier Breakdown",...
"color","lightblue");
supplierD = fobSupplierView.createViewComponent("Supplier D");
```

## Input Arguments

### object — View architecture

view architecture object

View architecture, specified as a `systemcomposer.view.ViewArchitecture` object.

### name — Name of component

character vector

Name of component, specified as a character vector.

Data Types: char

## Output Arguments

### viewComp — View component

view component object

View component, returned as a `systemcomposer.view.ViewComponent` object.

**See Also**

systemcomposer.view.BaseViewComponent | systemcomposer.view.ComponentOccurrence  
| systemcomposer.view.ViewArchitecture | systemcomposer.view.ViewComponent |  
systemcomposer.view.ViewElement

**Introduced in R2019b**



# deleteInstance

Delete architecture instance

## Syntax

```
deleteInstance(architectureInstance)
```

## Description

`deleteInstance(architectureInstance)` deletes an existing instance.

## Input Arguments

### **architectureInstance** – Architecture instance

instance object

Architecture instance to be deleted, specified as a `systemcomposer.analysis.ArchitectureInstance` object.

## See Also

`instantiate` | `loadInstance` | `saveInstance` | `systemcomposer.analysis.Instance` | `updateInstance`

## Topics

“Write Analysis Function”

**Introduced in R2019a**

## deleteScenario

Delete allocation scenario

### Syntax

```
deleteScenario(name)
```

### Description

`deleteScenario(name)` deletes the allocation scenario in a set with a given name.

### Input Arguments

**name — Name of scenario to be deleted**

character vector

Name of scenario to be deleted, specified as a character vector.

Data Types: char

### See Also

`createScenario` | `getScenario`

### Topics

“Create and Manage Allocations”

**Introduced in R2020b**

# destroy

Remove and destroy model element

## Syntax

```
destroy(element)
```

## Description

`destroy(element)` removes and destroys the model element.

## Examples

### Destroy a Component

Create a component and then remove it from the model.

```
newcomponent = addComponent(rootArch, 'NewComponent');  
destroy(newcomponent)
```

## Input Arguments

### **element** — Architecture model element

architecture element object | interface element object | signal element object | property object

Architecture model element, specified as a `systemcomposer.arch.Element`, `systemcomposer.interface.SignalElement`, `systemcomposer.interface.SignalInterface`, and `systemcomposer.profile.Property` object.

## See Also

`removeElement` | `removeProfile` | `removeProperty`

**Introduced in R2019a**

## exportModel

Export model information as MATLAB tables

### Syntax

```
[exportedSet] = systemcomposer.exportModel(modelName)
```

### Description

`[exportedSet] = systemcomposer.exportModel(modelName)` exports model information for components, ports, connectors, port interfaces, and requirements to be imported into MATLAB<sup>®</sup> tables. The exported tables have prescribed formats to specify model element relationships, stereotypes, and properties.

### Examples

#### Export System Composer Model

To export a model, pass the model name as an argument to the `exportModel` function. The function returns a structure containing five tables: `components`, `ports`, `connections`, `portInterfaces`, and `requirementLinks`.

```
exportedSet = systemcomposer.exportModel('exMobileRobot')
```

```
exportedSet =
```

```
    struct with fields:
```

```
        components: [3×4 table]
           ports: [3×5 table]
    connections: [1×4 table]
portInterfaces: [3×9 table]
requirementLinks: [4×15 table]
```

### Input Arguments

#### **modelName** — Name of model to be exported

character vector

Name of model to be exported, specified as a character vector.

Example: `'exMobileRobot'`

Data Types: `char`

### Output Arguments

#### **exportedSet** — Model tables

structure

Model tables, returned as a structure containing tables components, ports, connections, portInterfaces, and requirementLinks.

Data Types: struct

## **See Also**

systemcomposer.importModel

## **Topics**

“Import and Export Architecture Models”

**Introduced in R2019a**

# systemcomposer.extractArchitectureFromSimulink

Extract architecture from Simulink model

## Syntax

```
systemcomposer.extractArchitectureFromSimulink(model,architectureModelName)
```

## Description

`systemcomposer.extractArchitectureFromSimulink(model,architectureModelName)` exports the Simulink model `model` to an architecture model `architectureModelName` and saves it in the current directory.

## Examples

### Extract Architecture from Example Model

Extract architecture from a model with subsystem and variant architecture.

```
ex_modeling_variants;  
systemcomposer.extractArchitectureFromSimulink('ex_modeling_variants','archModel')
```

## Input Arguments

### **model** — Simulink model

character vector

Simulink model from which to extract the architecture, specified as a character vector. The model must be on the path.

Example: 'ex\_modeling\_variants'

Data Types: char

### **architectureModelName** — Architecture model name

character vector

Architecture model name, specified as a character vector. This model is saved in the current directory.

Data Types: char

## See Also

`inlineComponent` | `linkToModel` | `saveAsModel`

## Topics

“Extract Architecture from Simulink Model”

**Introduced in R2019a**

# **systemcomposer.allocation.editor**

Open allocation editor

## **Syntax**

```
systemcomposer.allocation.editor()
```

## **Description**

`systemcomposer.allocation.editor()` opens the allocation editor.

## **See Also**

`createAllocationSet` | `systemcomposer.allocation.AllocationSet`

## **Topics**

“Create and Manage Allocations”

**Introduced in R2020b**

## find

Find loaded allocation set

### Syntax

```
allocSet = systemcomposer.allocation.AllocationSet.find(name)
```

### Description

`allocSet = systemcomposer.allocation.AllocationSet.find(name)` finds a loaded allocation set in the global name space with the given name.

### Input Arguments

**name — Name of scenario to be found**

character vector

Name of scenario to be found, specified as a character vector.

Data Types: char

### Output Arguments

**allocSet — Allocation set**

allocation set object

Allocation set, returned as a `systemcomposer.allocation.AllocationSet` object.

### See Also

`closeAll` | `load` | `save`

### Topics

“Create and Manage Allocations”

### Introduced in R2020b



# find

**Package:** systemcomposer.arch

Find architecture elements using query

## Syntax

```
[paths] = find(object,constraint,Name,Value)
[paths, elements] = find(____)
[elements] = find(____)
[paths] = find(object,constraint,rootArch,Name,Value)
```

## Description

`[paths] = find(object,constraint,Name,Value)` finds all element paths starting from the root architecture of the model that satisfy the constraint query, with additional options specified by one or more name-value pair arguments.

`[paths, elements] = find(____)` returns the component `elements` and their paths that satisfy the constraint query. If `rootArch` is not provided, then the function finds model elements in the root architecture of the model. The output argument `paths` contains a fully qualified named path for each component in `elements` from the given root architecture.

`[elements] = find(____)` finds all component, port, or connector elements that satisfy the constraint query, with additional options specified by one or more name-value pair arguments, which must include 'Port' or 'Connector' for 'ElementType'.

`[paths] = find(object,constraint,rootArch,Name,Value)` finds all element paths starting from the specified root architecture that satisfy the constraint query, with additional options specified by one or more name-value pair arguments.

## Examples

### Find Model Element Paths that Satisfy Query

Import a model and run a query to select architecture elements that have a stereotype based on the specified sub-constraint.

```
import systemcomposer.query.*;
scKeylessEntrySystem
modelObj = systemcomposer.openModel('KeylessEntryArchitecture');
find(modelObj,HasStereotype(IsStereotypeDerivedFrom('AutoProfile.BaseComponent')),...
'Recurse',true,'IncludeReferenceModels',true)
```

Create a query to find components that contain the letter 'c' in their 'Name' property.

```
constraint = contains(systemcomposer.query.Property('Name'),'c');
find(modelObj,constraint,'Recurse',true,'IncludeReferenceModels',true)
```

## Find Elements in an Architecture Model

This example shows how to find elements in an architecture model based on a query.

### Create Model

Create an architecture model with two components.

```
m = systemcomposer.createModel('exModel');
comps = m.Architecture.addComponent({'c1','c2'});
```

### Create Profile and Stereotypes

Create a profile and stereotypes for your architecture model.

```
pf = systemcomposer.profile.Profile.createProfile('mProfile');
b = pf.addStereotype('BaseComp', 'AppliesTo', 'Component', 'Abstract', true);
s = pf.addStereotype('sComp', 'Parent', b);
```

### Apply Profile and Stereotypes

Apply the profile and stereotypes to your architecture model.

```
m.Architecture.applyProfile(pf.Name)
comps(1).applyStereotype(s.FullyQualifiedName)
```

### Find the Element

Find the element in your architecture model based on a System Composer query.

```
import systemcomposer.query.*;
[p, elem] = find(m, HasStereotype(IsStereotypeDerivedFrom('mProfile.BaseComp')), ...
'Recurse', true, 'IncludeReferenceModels', true)
```

```
p = 1x1 cell array
    {'exModel/c1'}
```

```
elem =
    Component with properties:

        IsAdapterComponent: 0
        Architecture: [1x1 systemcomposer.arch.Architecture]
            Name: 'c1'
            Parent: [1x1 systemcomposer.arch.Architecture]
            Ports: [0x0 systemcomposer.arch.ComponentPort]
            OwnedPorts: [0x0 systemcomposer.arch.ComponentPort]
        OwnedArchitecture: [1x1 systemcomposer.arch.Architecture]
            Position: [15 15 65 65]
            Model: [1x1 systemcomposer.arch.Model]
        SimulinkHandle: 2.0004
        SimulinkModelHandle: 3.6621e-04
            UUID: '8f332ab3-1084-426c-8b02-2d5b55f90e4b'
            ExternalUID: ''
```

### Clean Up

Uncomment to remove the model and the profile.

```
% m.close('force');
% systemcomposer.profile.Profile.closeAll;
```

## Find Ports in Architecture Model

- 1 Create a model to query and create two components.

```
m = systemcomposer.createModel('exModel');
comps = m.Architecture.addComponent({'c1', 'c2'});
port = comps(1).Architecture.addPort('cport1', 'in');
```

- 2 Create a query to find ports that contain the letter 'c' in their 'Name' property, that returns only the elements.

```
constraint = contains(systemcomposer.query.Property('Name'), 'c');
find(m, constraint, 'Recurse', true, 'IncludeReferenceModels', true, 'ElementType', 'Port')
```

## Find Architecture Element Paths that Satisfy Query

```
import systemcomposer.query.*;
scKeylessEntrySystem
modelObj = systemcomposer.openModel('KeylessEntryArchitecture');
find(modelObj, HasStereotype(IsStereotypeDerivedFrom('AutoProfile.BaseComponent')), ...
    modelObj.Architecture, 'Recurse', true, 'IncludeReferenceModels', true)
```

## Input Arguments

### object – Model

model object

Model, specified as a `systemcomposer.arch.Model` object to query using the constraint.

### constraint – Query

query constraint object

Query, specified as a `systemcomposer.query.Constraint` object representing specific conditions. A constraint can contain a sub-constraint that can be joined together with another constraint using AND or OR. A constraint can also be negated using NOT.

### Query Objects and Conditions for Constraints

Query Object	Condition
Property	A non-evaluated value for the given property or stereotype property.
PropertyValue	An evaluated property value from a System Composer object or a stereotype property.
HasPort	A component has a port that satisfies the given sub-constraint.
HasInterface	A port has an interface that satisfies the given sub-constraint.
HasInterfaceElement	An interface has an interface element that satisfies the given sub-constraint.
HasStereotype	An architecture element has a stereotype that satisfies the given sub-constraint.
IsInRange	A property value is within the given range.
AnyComponent	An element is a component and not a port or connector.
IsStereotypeDerivedFrom	A stereotype is derived from the given stereotype.

#### rootArch — Root architecture of the model

character vector

Root architecture of the model, specified as a character vector.

Data Types: char

#### Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: `find(model, constraint, 'Recurse', true, 'IncludeReferenceModels', true)`

#### Recurse — Option to recursively search through model

true or 1 (default) | false or 0

Option to recursively search through model, or only search the specific layer, specified as the comma-separated pair consisting of 'Recurse' and a numeric or logical 1 (true) to recursively search or 0 (false) to only search the specific layer.

Example: `find(model, constraint, 'Recurse', true)`

Data Types: logical

#### IncludeReferenceModels — Option to search for reference architectures

false or 0 (default) | true or 1

Option to search for reference architectures, or to not include referenced architectures, specified as the comma-separated pair consisting of 'IncludeReferenceModels' and a numeric or logical 0 (false) to not include referenced architectures or 1 (true) to search for referenced architectures.

Example: `find(model,constraint,'IncludeReferenceModels',true)`

Data Types: `logical`

### **ElementType — Option to search by type**

`'Component'` (default) | `'Port'` | `'Connector'`

Option to search by type, specified as the comma-separated pair consisting of `'ElementType'` and `'Component'` to select components to satisfy the query, `'Port'` to select ports to satisfy the query, or `'Connector'` to select connectors to satisfy the query.

Example: `find(model,constraint,'ElementType','Port')`

Data Types: `char`

## **Output Arguments**

### **paths — Element paths**

cell array of element paths

Element paths, returned as a cell array of element paths that satisfy `constraint`.

### **elements — Elements**

element objects

Elements, returned as `systemcomposer.arch.Element` objects that satisfy `constraint`.

## **See Also**

`createViewArchitecture` | `systemcomposer.query.Constraint`

### **Topics**

“Build an Architecture Model from Command Line”

### **Introduced in R2019a**

## find

Find stereotype by name

### Syntax

```
stereotype = systemcomposer.profile.Stereotype.find(name)
```

### Description

`stereotype = systemcomposer.profile.Stereotype.find(name)` finds a stereotype by name.

### Input Arguments

#### **name — Name of stereotype**

character vector

Name of stereotype, specified as a character vector as a fully-qualified name in the form '`<profile>.<stereotype>`'.

Data Types: char

### Output Arguments

#### **stereotype — Stereotype found**

stereotype object

Stereotype found, returned as a `systemcomposer.profile.Stereotype` object.

### See Also

`setDefaultComponentStereotype` | `setDefaultConnectorStereotype` | `setDefaultPortStereotype` | `systemcomposer.profile.Stereotype`

**Introduced in R2019a**

# find

Find profile by name

## Syntax

```
profile = systemcomposer.profile.Profile.find(name)
```

## Description

`profile = systemcomposer.profile.Profile.find(name)` finds a profile by name.

## Input Arguments

### **name** — Name of profile

character vector

Name of profile, specified as a character vector.

Data Types: char

## Output Arguments

### **profile** — Profile found

profile object

Profile found, returned as a `systemcomposer.profile.Profile` object.

## See Also

`close` | `closeAll` | `createProfile` | `load` | `open` | `save` | `systemcomposer.profile.Profile`

## Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

## getActiveChoice

Get active choice on variant component

### Syntax

```
choice = getActiveChoice(variantComponent)
```

### Description

`choice = getActiveChoice(variantComponent)` finds which choice is active for the variant component.

### Examples

#### Get Active Choice

Create a model, get the root architecture, create one variant component, add two choices for the variant component, set the active choice, and find the active choice.

```
model = systemcomposer.createModel('archModel');
arch = get(model, 'Architecture');
variant = addVariantComponent(arch, 'Component1');
compList = addChoice(variant, {'Choice1', 'Choice2'});
setActiveChoice(variant, compList(2));
comp = getActiveChoice(variant)
```

```
comp =
```

Component with properties:

```
IsAdapterComponent: 0
  Architecture: [1x1 systemcomposer.arch.Architecture]
    Name: 'Choice2'
    Parent: [1x1 systemcomposer.arch.Architecture]
    Ports: [0x0 systemcomposer.arch.ComponentPort]
    OwnedPorts: [0x0 systemcomposer.arch.ComponentPort]
  OwnedArchitecture: [1x1 systemcomposer.arch.Architecture]
    Position: [15 15 65 65]
    Model: [1x1 systemcomposer.arch.Model]
  SimulinkHandle: 85.0006
  SimulinkModelHandle: 78.0002
    UUID: '23b62204-f0e2-48a2-8bd6-4689f003def4'
  ExternalUID: ''
```

### Input Arguments

#### variantComponent — Architecture component

variant component object

Architecture component, specified as a `systemcomposer.arch.VariantComponent` object with multiple choices.



## Output Arguments

### **choice — Handle of chosen variant**

component object

Handle of chosen variant, returned as a `systemcomposer.arch.Component` object.

## See Also

`addChoice` | `getChoices` | `setActiveChoice`

## Topics

“Create Variants”

**Introduced in R2019a**

## getChoices

Get available choices in variant component

### Syntax

```
compList = getChoices(variantComponent)
```

### Description

`compList = getChoices(variantComponent)` returns the list of choices available for a variant component.

### Examples

#### Get First Choice

Create a model, get the root architecture, create a one variant component, add two choices for the variant component, and get the first choice.

```
model = systemcomposer.createModel('archModel');
arch = get(model, 'Architecture');
variant = addVariantComponent(arch, 'Component1');
compList = addChoice(variant, {'Choice1', 'Choice2'});
choices = getChoices(variant);
choices(1)
```

ans =

Component with properties:

```
IsAdapterComponent: 0
  Architecture: [1x1 systemcomposer.arch.Architecture]
    Name: 'Choice1'
    Parent: [1x1 systemcomposer.arch.Architecture]
    Ports: [0x0 systemcomposer.arch.ComponentPort]
    OwnedPorts: [0x0 systemcomposer.arch.ComponentPort]
  OwnedArchitecture: [1x1 systemcomposer.arch.Architecture]
    Position: [15 15 65 65]
    Model: [1x1 systemcomposer.arch.Model]
  SimulinkHandle: 99.0010
  SimulinkModelHandle: 94.0002
    UUID: '533d7f63-41e2-40fd-afe8-d081729849f0'
  ExternalUID: ''
```

### Input Arguments

#### variantComponent — Architecture component

variant component object

Architecture component, specified as a `systemcomposer.arch.VariantComponent` object with multiple choices.

## Output Arguments

### **compList** – Choices available for variant component

array of component objects

Choices available for variant component, returned as an array of `systemcomposer.arch.Component` objects.

## See Also

`addChoice` | `getActiveChoice` | `setActiveChoice`

## Topics

“Create Variants”

**Introduced in R2019a**

## getCondition

Return variant control on choice within variant component

### Syntax

```
expression = getCondition(variantComponent,choice)
```

### Description

`expression = getCondition(variantComponent,choice)` returns the variant control on the choice within the variant component.

### Examples

#### Get Condition

Create a model, get the root architecture, create on variant component, add two choices for the variant component, set the active variant choice, set a condition, and get the condition.

```
model = systemcomposer.createModel('archModel');
arch = get(model,'Architecture');
mode = 1;
variant = addVariantComponent(arch,'Component1');
compList = addChoice(variant,{'Choice1','Choice2'});
setActiveChoice(variant,compList(2));
setCondition(variant,compList(2),'mode == 2');
exp = getCondition(variant,compList(2))
```

```
exp =
    'mode == 2'
```

### Input Arguments

#### **variantComponent** – Architecture component

variant component object

Architecture component, specified as a `systemcomposer.arch.VariantComponent` object. This component contains multiple choices.

#### **choice** – Choice in variant component

component object

Choice in variant component whose control string is returned by this function, specified by a `systemcomposer.arch.Component` object.

### Output Arguments

#### **expression** – Control string

character vector

Control string that controls the selection of the particular choice, returned as a character vector.

Data Types: `char`

### **See Also**

`addVariantComponent` | `makeVariant` | `setActiveChoice` | `setCondition`

### **Topics**

“Create Variants”

**Introduced in R2019a**

## getDefaultStereotype

Get default stereotype for profile

### Syntax

```
stereotype = getDefaultStereotype(profile)
```

### Description

`stereotype = getDefaultStereotype(profile)` gets the default stereotype for a profile.

### Input Arguments

#### **profile** – Profile

profile object

Profile, specified as a `systemcomposer.profile.Profile` object.

### Output Arguments

#### **stereotype** – Stereotype

stereotype object

Stereotype, returned as a `systemcomposer.profile.Stereotype` object.

### See Also

[addStereotype](#) | [createProfile](#) | [getStereotype](#) | [setDefaultStereotype](#)

### Topics

“Create a Profile and Add Stereotypes”

**Introduced in R2019a**

# getDestinationElement

Gets signal elements selected on destination port for connection

## Syntax

```
selectedElems = getDestinationElement(connector)
```

## Description

`selectedElems = getDestinationElement(connector)` gets selected signal elements on destination port for connection specified by connector.

## Examples

### Selected Element on Destination Port Connection

Get the selected element on destination port for a connection.

```
modelName = 'archModel';
arch = systemcomposer.createModel(modelName); % Create model
rootArch = get(arch, 'Architecture'); % Get architecture

newComponent = addComponent(rootArch, 'Component1'); % Add component
outPortComp = addPort(newComponent.Architecture, ...
'testSig', 'out'); % Create out-port on component
outPortArch = addPort(rootArch, 'testSig', 'out'); % Create out-port on architecture
compSrcPort = getPort(newComponent, 'testSig'); % Extract component port object
archDestPort = getPort(rootArch, 'testSig'); % Extract architecture port object

interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface
interface.addElement('x'); % Create interface element
archDestPort.setInterface(interface); % Set interface on architecture port

conns = connect(compSrcPort, archDestPort, 'DestinationElement', 'x'); % Connect ports
elem = getDestinationElement(conns)

elem =

    1x1 cell array

    {'x'}
```

## Input Arguments

### connector — Connection between ports

connector object

Connection between ports, specified as a `systemcomposer.arch.Connector` object.

## Output Arguments

### selectedElems — Selected signal element names

character vector

Selected signal element names, returned as a character vector.

Data Types: char

### **See Also**

`addComponent` | `addElement` | `addInterface` | `addPort` | `connect` | `createModel` | `getPort` | `getSourceElement` | `setInterface` | `systemcomposer.arch.Connector`

### **Topics**

“Create an Architecture Model”

**Introduced in R2020b**



# getElement

Get object for signal interface element

## Syntax

```
element = getElement(interface,elementName)
```

## Description

`element = getElement(interface,elementName)` gets the object for an element in a signal interface.

## Examples

### Get Object for Named Element

Add an interface `newsignal` to the interface dictionary of the model, and add an element `newelement` with type `double`. Then get the object for the element.

```
arch = systemcomposer.createModel('newmodel',0);
interface = addInterface(arch.InterfaceDictionary,'newsignal');
addElement(interface,'newelement','Type','double');
element = getElement(interface,'newelement')
```

```
element =
  SignalElement with properties:
    Interface: [1x1 systemcomposer.interface.SignalInterface]
    Name: 'newelement'
    Type: 'double'
    Dimensions: '1'
    Units: ''
    Complexity: 'real'
    Minimum: '[]'
    Maximum: '[]'
    Description: ''
    UUID: 'f42c8166-e4ad-4488-926a-293050016e1a'
    ExternalUUID: ''
```

## Input Arguments

### **interface** — Interface object

signal interface object

Interface object containing elements to be identified, specified as a `systemcomposer.interface.SignalInterface` object.

### **elementName** — Name of element to be identified

character vector

Name of element to be identified, specified as a character vector.

Data Types: char

## **Output Arguments**

### **element — New signal element object**

signal element object

New signal element object in an interface, returned as a `systemcomposer.interface.SignalElement` object.

## **See Also**

`addElement` | `getInterface` | `removeElement`

## **Topics**

“Define Interfaces”

**Introduced in R2019a**

# getEvaluatedPropertyValue

Get evaluated value of property from component

## Syntax

```
[value] = getEvaluatedPropertyValue(compObj,qualifiedPropName)
```

## Description

[value] = getEvaluatedPropertyValue(compObj,qualifiedPropName) obtains the evaluated value of a property specified on the component.

## Input Arguments

**compObj** — **Component to get property value from**  
component object

Component to get property value from, specified as a `systemcomposer.arch.Component` or `systemcomposer.arch.VariantComponent` object.

**qualifiedPropName** — **Qualified property name**  
character vector

Qualified property name, specified as a character vector in the form '`<profile>.<stereotype>.<property>`'.

Data Types: char

## Output Arguments

**value** — **Property value**  
double (default) | single | int64 | int32 | int16 | int8 | uint64 | uint32 | uint8 | boolean | string | enumeration class name

Property value, returned as a data type that depends on how the property is defined in the profile.

## See Also

getValue | setValue

## Topics

“Write Analysis Function”

**Introduced in R2019a**

## getInterface

Get object for named interface in interface dictionary

### Syntax

```
interface = getInterface(dictionary,name)
```

### Description

`interface = getInterface(dictionary,name)` gets the object for a named interface in the interface dictionary.

### Examples

#### Add Interface

Add an interface 'newInterface' to the interface dictionary of the model. Obtain the interface object.

```
addInterface(arch.InterfaceDictionary,'newInterface')
interface = getInterface(arch.InterfaceDictionary,'newInterface')
```

```
interface =
    SignalInterface with properties:
        Dictionary: [1x1 systemcomposer.interface.Dictionary]
        Name: 'newInterface'
        Elements: [0x0 systemcomposer.interface.SignalElement]
        UUID: '438b5004-6cab-40eb-955b-37e0df5a914f'
        ExternalUID: ''
```

### Input Arguments

#### **dictionary** — Data dictionary

dictionary object

Data dictionary, specified as a `systemcomposer.interface.Dictionary` object. This is the data dictionary attached to the model. It could be the local dictionary of the model or an external data dictionary.

#### **name** — Name of interface

character vector

Name of interface, specified as a character vector.

Data Types: char

## Output Arguments

### **interface** – Object for named interface

signal interface object

Object for named interface, returned as a `systemcomposer.interface.SignalInterface` object.

## See Also

`addElement` | `addInterface` | `removeElement`

## Topics

“Define Interfaces”

**Introduced in R2019a**

## getInterfaceNames

Get names of all interfaces in interface dictionary

### Syntax

```
interfaceNames = getInterfaceNames(dictionary)
```

### Description

`interfaceNames = getInterfaceNames(dictionary)` gets the names of all interfaces in the interface dictionary.

### Examples

#### Get Interface Names

```
interfaceNames = getInterfaceNames(arch.InterfaceDictionary)
```

### Input Arguments

#### **dictionary** – Data dictionary

dictionary object

Data dictionary attached to the model, specified as a `systemcomposer.interface.Dictionary` object for the local dictionary of the model or an external data dictionary.

### Output Arguments

#### **interfaceNames** – Interface names

array of character vectors

Interface names, specified as an array of character vectors.

Data Types: char

### See Also

[addInterface](#) | [getInterface](#) | [removeInterface](#)

### Topics

“Define Interfaces”

**Introduced in R2019a**

# getPort

Get port from component

## Syntax

```
port = getPort(compObj, portName)
```

## Description

`port = getPort(compObj, portName)` gets the port on this component with a specified name.

## Input Arguments

### **compObj** — Component to get port from

component object

Component from which to get the port, specified as a `systemcomposer.arch.Component` or `systemcomposer.arch.VariantComponent` object.

### **portName** — Name of port to find

character vector

Name of port to find, specified as a string or character vector.

Data Types: `char`

## Output Arguments

### **port** — Port of this component

component port

Port of the component, returned as a `systemcomposer.arch.ComponentPort` object.

## See Also

`addElement` | `getElement` | `getInterface` | `removeElement`

**Introduced in R2019a**

## getProperty

Get property value corresponding to stereotype applied to element

### Syntax

```
[propertyValue,propertyUnits] = getProperty(element,propertyName)
```

### Description

[propertyValue,propertyUnits] = getProperty(element,propertyName) obtains the value and units of the property specified in the propertyName argument. Get the property corresponding to an applied stereotype by qualified name '<stereotype>.<property> '.

### Examples

#### Get Property from Component

Get the weight property from a component with sysComponent stereotype applied.

```
>> [val, units] = getProperty(element, 'sysComponent.weight')
val =
    '0'
units =
    'kg'
```

### Input Arguments

#### element — Architecture model element

component object | port object | connector object

Architecture model element, specified as a systemcomposer.arch.Architecture, systemcomposer.arch.Component, systemcomposer.arch.ComponentPort, systemcomposer.arch.ArchitecturePort, systemcomposer.arch.Connector, or systemcomposer.arch.Element object.

#### propertyName — Name of property

character vector

Name of property, specified as a character vector as a fully qualified name in the form '<stereotype>.<property>'.

Data Types: char

### Output Arguments

#### propertyValue — Value of property

character vector | numeric | enumeration

Value of property, returned as a character vector, numeric, or enumeration value.



Data Types: char | double | enum

### **propertyUnits – Units of property**

character vector

Units of property to interpret property values, returned as a character vector.

Data Types: char

### **See Also**

removeProperty | setProperty

### **Topics**

“Set Tags and Properties for Analysis”

**Introduced in R2019a**

## getScenario

Get allocation scenario

### Syntax

```
scenario = getScenario(name)
```

### Description

`scenario = getScenario(name)` gets the allocation scenario in this set with the given name, if one exists.

### Input Arguments

**name — Name of scenario**

character vector

Name of scenario, specified as a character vector.

Data Types: char

### Output Arguments

**scenario — Allocation scenario**

allocation scenario object

Allocation scenario, returned as a `systemcomposer.allocation.AllocationScenario` object.

### See Also

`createScenario` | `deleteScenario`

### Topics

“Create and Manage Allocations”

### Introduced in R2020b

# getSourceElement

Gets signal elements selected on source port for connection

## Syntax

```
selectedElems = getSourceElement(connector)
```

## Description

`selectedElems = getSourceElement(connector)` gets selected signal elements on source port for connection specified by `connector`.

## Examples

### Selected Element on Source Port Connection

Get the selected element on source port for a connection.

```
modelName = 'archModel';
arch = systemcomposer.createModel(modelName); % Create model
rootArch = get(arch, 'Architecture'); % Get architecture

newComponent = addComponent(rootArch, 'Component1'); % Add component
inPortComp = addPort(newComponent.Architecture, ...
    'testSig', 'in'); % Create in-port on component
inPortArch = addPort(rootArch, 'testSig', 'in'); % Create in-port on architecture
compDestPort = getPort(newComponent, 'testSig'); % Extract component port object
archSrcPort = getPort(rootArch, 'testSig'); % Extract architecture port object

interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface
interface.addElement('x'); % Create interface element
archSrcPort.setInterface(interface); % Set interface on architecture port

conns = connect(archSrcPort, compDestPort, 'SourceElement', 'x'); % Connect ports
elem = getSourceElement(conns)

elem =

    1x1 cell array

    {'x'}
```

## Input Arguments

### **connector** — Connection between ports

connector object

Connection between ports, specified as a `systemcomposer.arch.Connector` object.

## Output Arguments

### **selectedElems** — Selected signal element names

character vector

Selected signal element names, returned as a character vector.

Data Types: char

### **See Also**

`addComponent` | `addElement` | `addInterface` | `addPort` | `connect` | `createModel` | `getDestinationElement` | `getPort` | `setInterface` | `systemcomposer.arch.Connector`

### **Topics**

“Create an Architecture Model”

**Introduced in R2020b**

# getStereotype

Find stereotype in profile by name

## Syntax

```
stereotype = getStereotype(profile,name)
```

## Description

`stereotype = getStereotype(profile,name)` finds a stereotype in a profile by name.

## Input Arguments

### **profile** – Profile with stereotype

profile object

Profile with stereotype, specified as a `systemcomposer.profile.Profile` object.

### **name** – Name of stereotype

character vector

Name of stereotype, specified as a character vector.

Data Types: char

## Output Arguments

### **stereotype** – Found stereotype

stereotype object

Found stereotype, returned as a `systemcomposer.profile.Stereotype` object.

## See Also

`addStereotype` | `systemcomposer.profile.Profile`

## Topics

“Create a Profile and Add Stereotypes”

**Introduced in R2019a**

## getStereotypes

Get stereotypes applied on element of architecture model

### Syntax

```
stereotypes = getStereotypes(element)
```

### Description

`stereotypes = getStereotypes(element)` gets an array of fully qualified stereotype names that have been applied on the element.

### Examples

#### Get Stereotypes

```
stereotypes = getStereotypes(component_handle)
```

### Input Arguments

#### element — Model element

architecture object | component object | port object | connector object

Model element, specified as a `systemcomposer.arch.Architecture`, `systemcomposer.arch.Component`, `systemcomposer.arch.ComponentPort`, `systemcomposer.arch.ArchitecturePort`, or `systemcomposer.arch.Connector` object.

### Output Arguments

#### stereotypes — Fully qualified name list of stereotypes

cell array of character vectors

Fully qualified name list of stereotypes, specified as a cell array of character vectors in the form '`<profile>.<stereotype>`'.

Data Types: char

### See Also

`applyStereotype` | `batchApplyStereotype` | `removeStereotype`

### Topics

“Use Stereotypes and Profiles”

**Introduced in R2019a**

# getValue

Get value of property from element instance

## Syntax

```
[value,unit] = getValue(instance,property)
```

## Description

[value,unit] = getValue(instance,property) obtains the property of the instance and assigns it to value. This function is part of the instance API that you can use to analyze the model iteratively, element by element. instance refers to the element instance on which the iteration is being performed.

## Examples

### Get Weight Property

Assume that a MechComponent stereotype is attached to the specification of the instance.

```
weightValue = getValue(instance, 'MechComponent.weight');
```

## Input Arguments

### instance — Element instance

architecture instance | component instance | port instance | connector instance

Element instance, specified by a systemcomposer.analysis.ArchitectureInstance, systemcomposer.analysis.ComponentInstance, systemcomposer.analysis.PortInstance, or systemcomposer.analysis.ConnectorInstance object. This function is part of the instance API that you can use to analyze the model iteratively, element by element. instance refers to the element instance on which the iteration is being performed.

### property — Property

character vector

Property, specified as a character vector in the form '<stereotype>.<property>'.

Data Types: char

## Output Arguments

### value — Property value

double (default) | single | int64 | int32 | int16 | int8 | uint64 | uint32 | uint8 | boolean | string | enumeration class name

Property value, returned as a data type that depends on how the property is defined in the profile.

**unit – Property unit**

character vector

Property unit, returned as a character vector that describes the unit of the property as defined in the profile.

**See Also**

setValue | systemcomposer.analysis.Instance

**Topics**

“Write Analysis Function”

**Introduced in R2019a**



# HasInterface

**Package:** systemcomposer.query

Create query to select architecture elements with interface on port based on specified sub-constraint

## Syntax

```
query = HasInterface(sub-constraint)
```

## Description

`query = HasInterface(sub-constraint)` creates a query object that the `find` method and the `createViewArchitecture` method use to select architecture elements with an interface that satisfies the given sub-constraint.

## Examples

### Construct Query to Select All Port Interfaces

Select all of the port interfaces in an architecture model with matching criteria.

Import the package that contains all of the System Composer queries.

```
import systemcomposer.query.*;
```

Open the Simulink project file.

```
scKeylessEntrySystem
```

Open the model.

```
m = systemcomposer.openModel('KeylessEntryArchitecture');
```

Create a query for all the interfaces in a port with 'KeyFOBPosition' in the 'Name' and run the query.

```
constraint = HasPort(HasInterface(contains(Property('Name'),'KeyFOBPosition')));
portInterfaces = find(m,constraint,'Recurse',true,'IncludeReferenceModels',true)
```

```
portInterfaces =
```

```
10x1 cell array
```

```
{'KeylessEntryArchitecture/Door Lock//Unlock System' }
{'KeylessEntryArchitecture/Door Lock//Unlock System/Door Lock Controller' }
{'KeylessEntryArchitecture/Engine Control System' }
{'KeylessEntryArchitecture/Engine Control System/Keyless Start Controller' }
{'KeylessEntryArchitecture/FOB Locator System' }
{'KeylessEntryArchitecture/FOB Locator System/FOB Locator Module' }
{'KeylessEntryArchitecture/Lighting System' }
{'KeylessEntryArchitecture/Lighting System/Lighting Controller' }
```

```
{'KeylessEntryArchitecture/Sound System'           }  
{'KeylessEntryArchitecture/Sound System/Sound Controller' }
```

## Input Arguments

### **sub-constraint — Condition restricting the query**

query constraint object

Condition restricting the query, specified as a `systemcomposer.query.Constraint` object.

Example: `contains(Property('Name'), 'KeyFOBPosition')`

## Output Arguments

### **query — Query**

query constraint object

Query, returned as a `systemcomposer.query.Constraint` object.

## See Also

`HasInterfaceElement` | `HasPort` | `createViewArchitecture` | `find` | `systemcomposer.query.Constraint`

## Topics

“Creating Architectural Views Programmatically”

## Introduced in R2019b

# HasInterfaceElement

**Package:** systemcomposer.query

Create query to select architecture elements with interface element on interface based on specified sub-constraint

## Syntax

```
query = HasInterfaceElement(sub-constraint)
```

## Description

`query = HasInterfaceElement(sub-constraint)` creates a query object that the `find` method and the `createViewArchitecture` method use to select architecture elements with an interface element that satisfies the given sub-constraint.

## Examples

### Construct Query to Select All Interface Elements

Select all of the port interface elements in an architecture model with matching criteria.

Import the package that contains all of the System Composer queries.

```
import systemcomposer.query.*;
```

Open the Simulink project file.

```
scExampleSmallUAV
```

Open the model.

```
m = systemcomposer.openModel('scExampleSmallUAVModel');
```

Create a query for all the interface elements with 'c' in the 'Name' and run the query.

```
constraint = HasPort(HasInterface(HasInterfaceElement(contains(Property('Name'),'c'))));
elements = find(m,constraint,'Recurse',true,'IncludeReferenceModels',true)
```

```
elements =
```

```
4x1 cell array
```

```
{'scExampleSmallUAVModel/FlightComputer'      }
{'scExampleSmallUAVModel/FlightComputer/Main Board'}
{'scExampleSmallUAVModel/Payload'            }
{'scExampleSmallUAVModel/Payload/Payload'     }
```

## Input Arguments

**sub-constraint** — Condition restricting the query

query constraint object

Condition restricting the query, specified as a `systemcomposer.query.Constraint` object.

Example: `contains(Property('Name'), 'c')`

## Output Arguments

### **query** – Query

query constraint object

Query, returned as a `systemcomposer.query.Constraint` object.

## See Also

[HasInterface](#) | [HasPort](#) | [createViewArchitecture](#) | [find](#) | [systemcomposer.query.Constraint](#)

## Topics

“Creating Architectural Views Programmatically”

**Introduced in R2019b**

# HasPort

**Package:** systemcomposer.query

Create query to select architecture elements with port on component based on specified sub-constraint

## Syntax

```
query = HasPort(sub-constraint)
```

## Description

`query = HasPort(sub-constraint)` creates a query object that the `find` method and the `createViewArchitecture` method use to select architecture elements with a port that satisfies the given sub-constraint.

## Examples

### Construct Query to Select All Sensor Component Ports

Select all of the sensor component ports in an architecture model.

Import the package that contains all of the System Composer queries.

```
import systemcomposer.query.*;
```

Open the Simulink project file.

```
scKeylessEntrySystem
```

Open the model.

```
m = systemcomposer.openModel('KeylessEntryArchitecture');
```

Create a query for all the ports in a component with 'Sensor' in the 'Name' and run the query.

```
constraint = HasPort(contains(Property('Name'),'Sensor'));
sensorComp = find(m,constraint,'Recurse',true,'IncludeReferenceModels',true)
```

```
sensorComp =
```

```
1x1 cell array
```

```
{'KeylessEntryArchitecture/Door Lock//Unlock System/Door Lock Controller'}
```

## Input Arguments

**sub-constraint** — Condition restricting the query

query constraint object

Condition restricting the query, specified as a `systemcomposer.query.Constraint` object.

Example: `contains(Property('Name'), 'Sensor')`

## **Output Arguments**

### **query – Query**

query constraint object

Query, returned as a `systemcomposer.query.Constraint` object.

## **See Also**

`HasInterface` | `HasInterfaceElement` | `createViewArchitecture` | `find` | `systemcomposer.query.Constraint`

## **Topics**

“Creating Architectural Views Programmatically”

## **Introduced in R2019b**

# HasStereotype

**Package:** systemcomposer.query

Create query to select architecture elements with stereotype based on specified sub-constraint

## Syntax

```
query = HasStereotype(sub-constraint)
```

## Description

query = HasStereotype(sub-constraint) creates a query object that the find method and the createViewArchitecture method use to select architecture elements with a stereotype that satisfies the given sub-constraint.

## Examples

### Construct Query to Select All Hardware Components

Select all of the hardware components in an architecture model.

Import the package that contains all of the System Composer queries.

```
import systemcomposer.query.*;
```

Open the Simulink project file.

```
scKeylessEntrySystem
```

Open the model.

```
m = systemcomposer.openModel('KeylessEntryArchitecture');
```

Create a query for all the hardware components and run the query, displaying one of them.

```
constraint = HasStereotype(IsStereotypeDerivedFrom('AutoProfile.HardwareComponent'));
hwComp = find(m,constraint, 'Recurse',true, 'IncludeReferenceModels',true);
hwComp(16)
```

```
ans =
```

```
1x1 cell array
```

```
{'KeylessEntryArchitecture/F0B Locator System/Center Receiver/PWM'}
```

## Input Arguments

**sub-constraint** — Condition restricting the query

query constraint object

Condition restricting the query, specified as a systemcomposer.query.Constraint object.

Example: `IsStereotypeDerivedFrom('AutoProfile.HardwareComponent')`

## **Output Arguments**

### **query – Query**

query constraint object

Query, returned as a `systemcomposer.query.Constraint` object.

## **See Also**

`IsStereotypeDerivedFrom` | `createViewArchitecture` | `find` | `systemcomposer.query.Constraint`

## **Topics**

“Creating Architectural Views Programmatically”

## **Introduced in R2019b**



# importModel

Import model information from MATLAB tables

## Syntax

```
archModel = systemcomposer.importModel(modelName,components,ports,
connections,portInterfaces,requirementLinks)
archModel = systemcomposer.importModel(importStruct)
[archModel,idMappingTable,importLog,errorLog] = systemcomposer.importModel(
___)
```

## Description

`archModel = systemcomposer.importModel(modelName,components,ports,connections,portInterfaces,requirementLinks)` creates a new architecture model based on MATLAB tables that specify components, ports, connections, port interfaces, and requirements.

`archModel = systemcomposer.importModel(importStruct)` creates a new architecture model based on a structure of MATLAB tables that specify components, ports, connections, port interfaces, and requirements.

`[archModel,idMappingTable,importLog,errorLog] = systemcomposer.importModel( ___)` creates a new architecture model with output arguments `idMappingTable` with table information, `importLog` to display import information, and `errorLog` to display import error information.

## Input Arguments

### **modelName** — Name of model to be created

character vector

Name of model to be created, specified as a character vector.

Example: 'importedModel'

Data Types: char

### **components** — Model component information

MATLAB table

Model component information, specified as a MATLAB table. The component table must include name, unique ID, parent component ID, and component type for each component. It can also include other relevant information such as referenced model, stereotype qualifier name, and so on, required to construct the architecture hierarchy.

Data Types: table

### **ports** — Model port information

MATLAB table

Model port information, specified as a MATLAB table. The ports table must include port name, direction, port ID, and component ID information. `portInterfaces` information may also be required to assign ports to components.

Data Types: `table`

### **connections** — Model connections information

MATLAB table

Model connections information, specified as a MATLAB table. The requirement links table must include label, source ID, destination type, and destination ID information.

Data Types: `table`

### **portInterfaces** — Model port interfaces information

MATLAB table

Model port interfaces information, specified as a MATLAB table. The port interfaces table must include name, ID, parent ID, data type, dimensions, units, complexity, minimum, and maximum information.

Data Types: `table`

### **requirementLinks** — Model requirement links information

MATLAB table

Model requirement links information, specified as a MATLAB table. The requirement links table must include label, source ID, destination type, destination ID, and type information.

Data Types: `table`

### **importStruct** — Model tables

structure

Model tables, specified as a structure containing tables components, ports, connections, `portInterfaces`, and `requirementLinks`.

Data Types: `struct`

## **Output Arguments**

### **archModel** — Handle to architecture model

architecture object

Handle to architecture model, specified as a `systemcomposer.arch.Architecture` object.

### **idMappingTable** — Mapping of custom IDs and internal UUIDs of elements

structure

Mapping of custom IDs and internal UUIDs of elements, returned as a `struct` of MATLAB tables.

Data Types: `struct`

### **importLog** — Confirmation that elements were imported

cell array of character vectors

Confirmation that elements were imported, returned as a cell array of character vectors.

Data Types: char

### **errorLog — Errors reported during import process**

array of message objects

Errors reported during import process, returned as an array of message MException objects. You can obtain the error text by calling the getString method on each MException object.

## **Examples**

### **Import and Export Architectures**

This example shows how to import and export architectures. In System Composer, an architecture is fully defined by three sets of information:

- Component information
- Port information
- Connection information

You can import an architecture into System Composer when this information is defined in, or converted into, MATLAB tables.

In this example, the architecture information of a simple UAV system is defined in an Excel spreadsheet and is used to create a System Composer architecture model. It also links elements to the specified system level requirement. You can modify the files in this example to import architectures defined in external tools, when the data includes the required information. The example also shows how to export this architecture information from System Composer architecture model to an Excel spreadsheet.

### **Architecture Definition Data**

You can characterize the architecture as a network of components and import by defining components, ports, connections, interfaces and requirement links in MATLAB tables. The component table must include name, unique ID, and parent component ID for each component. It can also include other relevant information required to construct the architecture hierarchy for referenced model, and stereotype qualifier names. The port table must include port name, direction, component, and port ID information. Port interface information may also be required to assign ports to components. The connection table includes information to connect ports. At a minimum, this table must include the connection ID, source port ID, and destination port ID.

The systemcomposer.importModel(importModelName) API :

- Reads stereotype names from Component table and load the profiles
- Creates components and attaches ports
- Creates connections using the connection map
- Sets interfaces on ports
- Links elements to specified requirements
- Saves referenced models

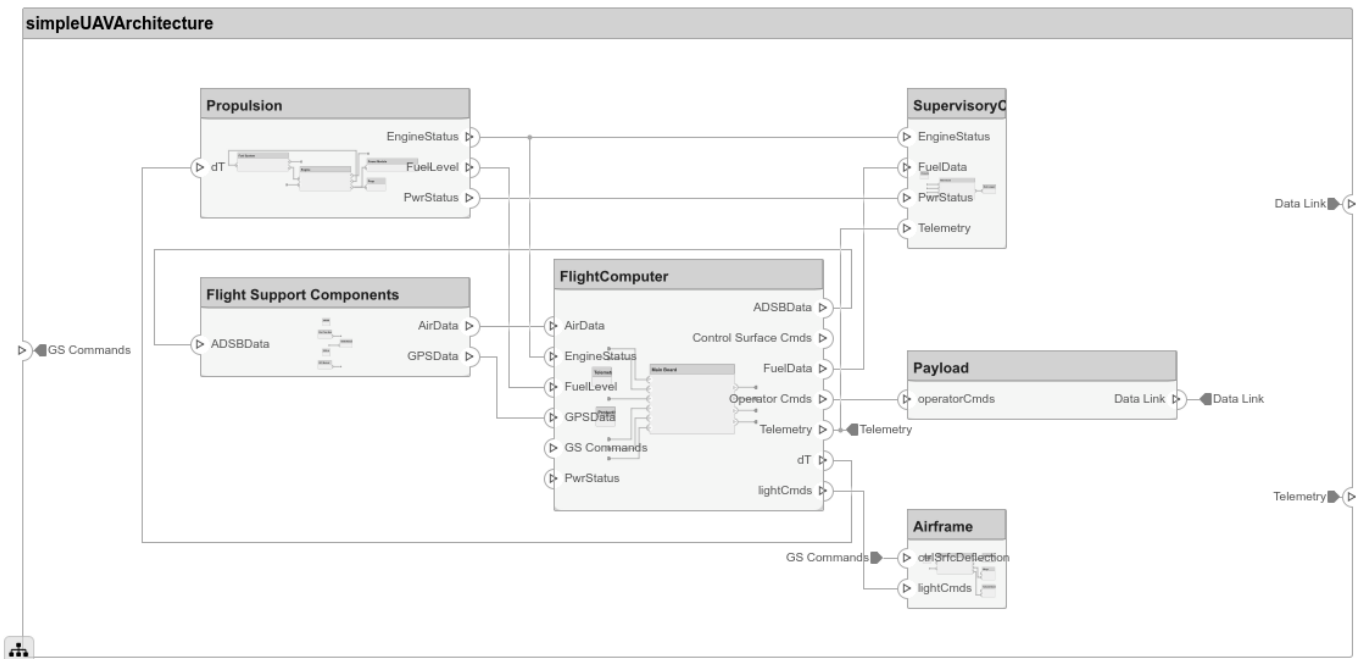
- Saves the architecture model

Make sure the current directory is writable because this example will create files.

```
[stat, fa] = fileattrib(pwd);
if ~fa.UserWrite
    disp('This script must be run in a writable directory');
    return;
end
% Instantiate adapter class to read from Excel.
modelName = 'simpleUAVArchitecture';
% importModelFromExcel function reads the Excel file and creates the MATLAB
% tables.
importAdapter = ImportModelFromExcel('SmallUAVModel.xls','Components','Ports','Connections','Ports');
importAdapter.readTableFromExcel();
```

### Import an Architecture

```
model = systemcomposer.importModel(modelName,importAdapter.Components,importAdapter.Ports,importAdapter.Connections);
% Auto-arrange blocks in the generated model
Simulink.BlockDiagram.arrangeSystem(modelName);
```



### Export an Architecture

You can export an architecture to MATLAB tables and then convert to an external file

```
exportedSet = systemcomposer.exportModel(modelName);
% The output of the function is a structure that contains the component table, port table,
% connection table, the interface table, and the requirement links table.
% Save the above structure to excel file.
SaveToExcel('ExportedUAVModel',exportedSet);
```

**Close Model**

```
bdclose(modelName);
```

**See Also**

`systemcomposer.exportModel`

**Topics**

“Import and Export Architecture Models”

**Introduced in R2019a**

# inlineComponent

Inline reference architecture into model

## Syntax

```
componentObj = inlineComponent(component,inlineFlag)
```

## Description

`componentObj = inlineComponent(component,inlineFlag)` makes contents of the architecture model inline, referenced by the specified component and breaks the link to the reference model. If `inlineFlag` is `false`, then the contents are removed and only interfaces remain.

## Examples

### Reuse Component

Save the component `robotcomp` in the architecture model `Robot.slx` and reference it from another component, `robotArm` so that `robotArm` uses the architecture of `robotcomp`. Inline `robotcomp` so that its architecture can be edited independently.

```
saveAsModel(robotcomp,'Robot');  
linkToModel(robotArm,'Robot');  
inlineComponent(robotArm,true);
```

## Input Arguments

### **component** — Architecture component

component object

Architecture component linked to an architecture model, specified as a `systemcomposer.arch.Component` object.

### **inlineFlag** — Control contents of inlined component

`true` or `1` | `false` or `0`

Control contents of inlined component, specified as `1` (`true`) if contents of the referenced architecture model are copied to the component architecture, and `0` (`false`) if the contents are not copied and only ports and interfaces are inlined. If the component is a Simulink behavior, `inlineFlag` is ignored and set to `false`.

Data Types: `logical`

## Output Arguments

### **componentObj** — Architecture component

component object

Architecture component, returned as a `systemcomposer.arch.Component` object.

### **See Also**

`linkToModel` | `saveAsModel`

### **Topics**

“Decompose and Reuse Components”

**Introduced in R2019a**

# instantiate

Create analysis instance from specification

## Syntax

```
instance = instantiate(model,properties,name)
instance = instantiate(model,profile,name)
```

## Description

`instance = instantiate(model,properties,name)` creates an instance of a model for analysis.

`instance = instantiate(model,profile,name)` creates an instance of a model for analysis with all stereotypes in a profile.

## Examples

### Instantiate All Properties of a Stereotype

Instantiate all properties of a stereotype that will be applied to specific elements during instantiation.

Create a profile for latency characteristics.

```
profile = systemcomposer.profile.Profile.createProfile('LatencyProfile');

latencybase = profile.addStereotype('LatencyBase');
latencybase.addProperty('latency','Type','double');
latencybase.addProperty('dataRate','Type','double','DefaultValue','10');

connLatency = profile.addStereotype('ConnectorLatency','Parent',...
'LatencyProfile.LatencyBase');
connLatency.addProperty('secure','Type','boolean');
connLatency.addProperty('linkDistance','Type','double');

nodeLatency = profile.addStereotype('NodeLatency','Parent',...
'LatencyProfile.LatencyBase');
nodeLatency.addProperty('resources','Type','double','DefaultValue','1');

portLatency = profile.addStereotype('PortLatency','Parent',...
'LatencyProfile.LatencyBase');
portLatency.addProperty('queueDepth','Type','double');
portLatency.addProperty('dummy','Type','int32');

profile.save;
```

Instantiate all properties of a stereotype.

```
model = systemcomposer.createModel('archModel');
NodeLatency = struct('elementKinds',{'Component'});
ConnectorLatency = struct('elementKinds',{'Connector'});
LatencyBase = struct('elementKinds',{'Connector','Port','Component'});
PortLatency = struct('elementKinds',{'Port'});

LatencyAnalysis = struct('NodeLatency',NodeLatency, ...
'ConnectorLatency',ConnectorLatency, ...
'PortLatency',PortLatency, ...)
```



```

        'LatencyBase', LatencyBase);
properties = struct('LatencyProfile', LatencyAnalysis);
instantiate(model.Architecture, properties, 'NewInstance')

```

### Instantiate Specific Properties of a Stereotype

Instantiate specific properties of a stereotype that will be applied to specific elements during instantiation.

```

NodeLatency = struct('elementKinds', ["Component"], ...
    'properties', struct('resources', true));
ConnectorLatency = struct('elementKinds', ["Connector"], ...
    'properties', struct('secure', true, 'linkDistance', true));
LatencyBase = struct('elementKinds', [], ...
    'properties', struct('dataRate', true, 'latency', false));
PortLatency = struct('elementKinds', ["Port"], ...
    'properties', struct('queueDepth', true));

LatencyAnalysis = struct('NodeLatency', NodeLatency, ...
    'ConnectorLatency', ConnectorLatency, ...
    'PortLatency', PortLatency, ...
    'LatencyBase', LatencyBase);

properties = struct('LatencyProfile', LatencyAnalysis);
instantiate(model.Architecture, properties, 'NewInstance')

```

### Instantiate All Stereotypes in a Profile

Instantiate all stereotypes already in a profile that will be applied to elements during instantiation.

```
instantiate(model.Architecture, 'LatencyProfile', 'NewInstance')
```

## Input Arguments

#### **model** — Model architecture

architecture object

Model architecture from which instance is generated, specified as a `systemcomposer.arch.Architecture` object.

Example: `model.Architecture`

#### **properties** — Stereotype properties

struct

Structure containing profile, stereotype, and property information through which the user can specify which stereotypes and properties need to be instantiated.

#### **name** — Name of instance

character vector

Name of instance generated from the model, specified as a character vector.

Example: 'NewInstance'

Data Types: char

## **profile – Profile name**

character vector

Profile name, specified as a character vector.

Example: 'LatencyProfile'

Data Types: char

## **Output Arguments**

### **instance – Element instance**

instance object

Element instance, returned as a `systemcomposer.analysis.ArchitectureInstance`, `systemcomposer.analysis.ComponentInstance`, `systemcomposer.analysis.PortInstance`, or `systemcomposer.analysis.ConnectorInstance` object. This function is part of the instance API that you can use to analyze the model iteratively, element by element. The value refers to the element instance on which the iteration is being performed.

## **See Also**

`deleteInstance` | `loadInstance` | `saveInstance` | `systemcomposer.analysis.Instance`

## **Topics**

“Write Analysis Function”

**Introduced in R2019a**

# isArchitecture

Find if instance is architecture instance

## Syntax

```
flag = isArchitecture(instance)
```

## Description

`flag = isArchitecture(instance)` finds whether the instance is an architecture instance.

## Input Arguments

### instance — Element instance

architecture instance | component instance | port instance | connector instance

Element instance, specified by a `systemcomposer.analysis.ArchitectureInstance`, `systemcomposer.analysis.ComponentInstance`, `systemcomposer.analysis.PortInstance`, or `systemcomposer.analysis.ConnectorInstance` object. This function is part of the instance API that you can use to analyze the model iteratively, element by element. `instance` refers to the element instance on which the iteration is being performed.

## Output Arguments

### flag — Whether instance is architecture

true | false

This argument is `true` if the instance is an architecture.

Data Types: `logical`

## See Also

`isComponent` | `isConnector` | `isPort`

## Topics

“Write Analysis Function”

**Introduced in R2019a**

## isComponent

Find if instance is component instance

### Syntax

```
flag = isComponent(instance)
```

### Description

`flag = isComponent(instance)` finds whether the instance is a component instance.

### Input Arguments

#### **instance — Element instance**

architecture instance | component instance | port instance | connector instance

Element instance, specified by a `systemcomposer.analysis.ArchitectureInstance`, `systemcomposer.analysis.ComponentInstance`, `systemcomposer.analysis.PortInstance`, or `systemcomposer.analysis.ConnectorInstance` object. This function is part of the instance API that you can use to analyze the model iteratively, `element.instance` refers to the element instance on which the iteration is being performed.

### Output Arguments

#### **flag — Whether instance is component**

true | false

This argument is `true` if the instance is a component.

Data Types: `logical`

### See Also

`isArchitecture` | `isConnector` | `isPort`

### Topics

“Write Analysis Function”

**Introduced in R2019a**

# isConnector

Find if instance is connector instance

## Syntax

```
flag = isConnector(instance)
```

## Description

`flag = isConnector(instance)` finds whether the instance is a connector instance.

## Input Arguments

### instance — Element instance

architecture instance | component instance | port instance | connector instance

Element instance, specified by a `systemcomposer.analysis.ArchitectureInstance`, `systemcomposer.analysis.ComponentInstance`, `systemcomposer.analysis.PortInstance`, or `systemcomposer.analysis.ConnectorInstance` object. This function is part of the instance API that you can use to analyze the model iteratively, `element.instance` refers to the element instance on which the iteration is being performed.

## Output Arguments

### flag — Whether instance is connector

true | false

This argument is `true` if the instance is a connector.

Data Types: `logical`

## See Also

`isArchitecture` | `isComponent` | `isPort`

## Topics

“Write Analysis Function”

**Introduced in R2019a**

# IsInRange

**Package:** systemcomposer.query

Create query to select a range of property values

## Syntax

```
query = IsInRange(propertyName,beginRangeValue,endRangeValue)
```

## Description

query = IsInRange(propertyName,beginRangeValue,endRangeValue) creates a query object that the find method and the createViewArchitecture method use to select a range of values from a specified propertyName.

## Examples

### Find Model Elements that Satisfy Property Range

Import the package that contains all of the System Composer queries.

```
import systemcomposer.query.*;
```

Open the Simulink project file.

```
scKeylessEntrySystem
```

Open the model.

```
m = systemcomposer.openModel('KeylessEntryArchitecture');
```

Create a query to find values from 10ms to 40ms in the 'Latency' property.

```
constraint = IsInRange(PropertyValue('AutoProfile.BaseComponent.Latency'),...
Value(10,'ms'),Value(40,'ms'));
latency = find(m,constraint,'Recurse',true,'IncludeReferenceModels',true)
```

```
latency =
```

```
5×1 cell array
```

```
{'KeylessEntryArchitecture/Door Lock//Unlock System/Front Driver Door Lock Actuator'}
{'KeylessEntryArchitecture/Door Lock//Unlock System/Front Pass Door Lock Actuator' }
{'KeylessEntryArchitecture/Door Lock//Unlock System/Rear Driver Door Lock Actuator' }
{'KeylessEntryArchitecture/Door Lock//Unlock System/Rear Pass Door Lock Actuator' }
{'KeylessEntryArchitecture/Sound System/Dashboard Speaker' }
```

## Input Arguments

### propertyName — Property name

character vector

Property name for model element, specified as a character vector as fully qualified name '<profile name>.<stereotype name>.<property name>' or any property on the designated class.

Example: 'Name'

Example: 'AutoProfile.BaseComponent.Latency'

Data Types: char

### **beginRangeValue — Beginning range value**

value object

Beginning range value for `propertyName`, specified as a `systemcomposer.query.Value` object.

Example: `Value(20)`

Example: `Value(5, 'ms')`

### **endRangeValue — Ending range value**

value object

Ending range value for `propertyName`, specified as a `systemcomposer.query.Value` object.

Example: `Value(100)`

Example: `Value(20, 'ms')`

## **Output Arguments**

### **query — Query**

query constraint object

Query, returned as a `systemcomposer.query.Constraint` object.

## **See Also**

`createViewArchitecture` | `find` | `systemcomposer.query.Constraint`

## **Topics**

“Creating Architectural Views Programmatically”

## **Introduced in R2019b**

## isPort

Find if instance is port instance

### Syntax

```
flag = isPort(instance)
```

### Description

`flag = isPort(instance)` finds whether the instance is a port instance.

### Input Arguments

#### **instance** — Element instance

architecture instance | component instance | port instance | connector instance

Element instance, specified by a `systemcomposer.analysis.ArchitectureInstance`, `systemcomposer.analysis.ComponentInstance`, `systemcomposer.analysis.PortInstance`, or `systemcomposer.analysis.ConnectorInstance` object. This function is part of the instance API that you can use to analyze the model iteratively, `element.instance` refers to the element instance on which the iteration is being performed.

#### **flag** — Whether instance is port

true | false

This argument is `true` if the instance is a port.

Data Types: `logical`

### See Also

`isArchitecture` | `isComponent` | `isConnector`

### Topics

“Write Analysis Function”

**Introduced in R2019a**



# isReference

Find if component is reference to another model

## Syntax

```
flag = isReference(compObj)
```

## Description

`flag = isReference(compObj)` returns whether or not the component is a reference to another model.

## Input Arguments

### **compObj** — Component to get port from

base component object | architecture instance | component instance | port instance | connector instance

Component to get port from, specified as a `systemcomposer.arch.BaseComponent`, `systemcomposer.analysis.ArchitectureInstance`, `systemcomposer.analysis.ComponentInstance`, `systemcomposer.analysis.PortInstance`, or `systemcomposer.analysis.ConnectorInstance` object.

## Output Arguments

### **flag** — Whether component is reference

true | false

This argument is `true` if the component is a reference.

Data Types: `logical`

## See Also

### Topics

“Write Analysis Function”

**Introduced in R2019a**

# IsStereotypeDerivedFrom

**Package:** `systemcomposer.query`

Create query to select stereotype derived from a fully qualified name

## Syntax

```
query = IsStereotypeDerivedFrom(name)
```

## Description

`query = IsStereotypeDerivedFrom(name)` creates a `query` object that the `find` method and the `createViewArchitecture` method use to select a stereotype from the fully qualified name.

## Input Arguments

**name — Fully qualified stereotype name**

character vector

Fully qualified stereotype name, specified as a character vector as '`<profile name>.<stereotype name>`'.

Example: `'AutoProfile.BaseComponent'`

Data Types: `char`

## Output Arguments

**query — Query**

query constraint object

Query, returned as a `systemcomposer.query.Constraint` object.

## See Also

`HasStereotype` | `createViewArchitecture` | `find` | `systemcomposer.query.Constraint`

## Topics

“Creating Architectural Views Programmatically”

**Introduced in R2019b**

# iterate

Iterate over model elements

## Syntax

```
iterate(architecture,iterType,iterFunction)
iterate( ____,Name,Value)
iterate( ____,additionalArgs)
```

## Description

`iterate(architecture,iterType,iterFunction)` iterates over components in the architecture in the order specified by `iterType` and invokes the function specified by the function handle `iterFunction` on each component.

`iterate( ____,Name,Value)` iterates over components in the architecture, with additional options specified by one or more name-value pair arguments.

`iterate( ____,additionalArgs)` passes all trailing arguments as arguments to `iterFunction`.

## Examples

### Battery Capacity Computation

Open the example “Battery Sizing and Automotive Electrical System Analysis”.

```
archModel = systemcomposer.openModel('scExampleAutomotiveElectricalSystemAnalysis');
% Instantiate battery sizing class used by analysis function to store
% analysis results.
objcomputeBatterySizing = computeBatterySizing;
% Run the analysis using the iterator
iterate(archModel,'Topdown',@computeLoad,objcomputeBatterySizing);
```

## Input Arguments

### **architecture** — Architecture to iterate over

architecture object

Architecture to iterate over, specified as an `systemcomposer.arch.Architecture` object.

### **iterType** — Iteration type

'PreOrder' | 'PostOrder' | 'TopDown' | 'BottomUp'

Iteration type, specified as 'PreOrder', 'PostOrder', 'TopDown', or 'BottomUp'.

Data Types: char

### **iterFunction** — Iteration function

function handle

Iteration function, specified as a function handle to be iterated on each component.

Data Types: `string`

### **additionalArgs — Additional function arguments**

function arguments

Additional function arguments, specified as a comma-separated list of arguments to be passed to `iterFunction`.

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name, Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, . . . , NameN, ValueN`.

Example: `iterate(archModel, 'Topdown', @computeLoad, objcomputeBatterySizing)`

### **Recurse — Option to recursively iterate through model components**

`true` or `1` (default) | `false` or `0`

Option to recursively iterate through model components, specified as the comma-separated pair consisting of `'Recurse'` and a numeric or logical `1` (`true`) to recursively iterate or `0` (`false`) to iterate over components only in this architecture and not navigate into the architectures of child components.

Data Types: `logical`

### **IncludePorts — Option to iterate over components and architecture ports**

`false` or `0` (default) | `true` or `1`

Option to iterate over components and architecture ports, specified as the comma-separated pair consisting of `'IncludePorts'` and a numeric or logical `0` (`false`) to only iterate over components or `1` (`true`) to iterate over components and architecture ports.

Data Types: `logical`

### **FollowConnectivity — Option to ensure components are visited according to how they are connected from source to destination**

`false` or `0` (default) | `true` or `1`

Option to ensure components are visited according to how they are connected from source to destination, specified as the comma-separated pair consisting of `'FollowConnectivity'` and a numeric or logical `0` (`false`) or `1` (`true`). If this option is specified as `1` (`true`), iteration type has to be either `'TopDown'` or `'BottomUp'`. If any other option is specified, iteration defaults to `'TopDown'`.

Data Types: `logical`

### **See Also**

`instantiate` | `systemcomposer.analysis.Instance`

### **Topics**

“Analyze Architecture”

### **Introduced in R2019a**

# linkDictionary

**Package:** systemcomposer.arch

Link data dictionary to architecture model

## Syntax

```
linkDictionary(obj,dictionaryFile)
```

## Description

linkDictionary(obj,dictionaryFile) associates the specified Simulink data dictionary with the model.

## Input Arguments

**obj** — **Architecture model object**

model object

Architecture model object from which the dictionary link is to be added, specified as a systemcomposer.arch.Model object.

**dictionaryFile** — **Dictionary file name**

character vector

Dictionary file name with the .sldd extension, specified as a character vector.

Data Types: char

## See Also

systemcomposer.createDictionary | systemcomposer.openDictionary | unlinkDictionary

## Topics

“Save, Link, and Delete Interfaces”

**Introduced in R2019a**

## linkToModel

Link component to a model

### Syntax

```
modelHandle = linktoModel(component,modelName)
modelHandle = linktoModel(component,modelFilePath)
```

### Description

`modelHandle = linktoModel(component,modelName)` links from the component to a model.

`modelHandle = linktoModel(component,modelFilePath)` links from the component to a model.

### Examples

#### Reuse Component

Save the component `robotComp` in the architecture model `Robot.slx` and reference it from another component, `robotArm` so that `robotArm` uses the architecture of `robotComp`.

```
saveAsModel(robotComp,'Robot');
linkToModel(robotArm,'Robot');
```

### Input Arguments

#### **component** — Architecture component

component object

Architecture component with no children, specified as a `systemcomposer.arch.Component` object.

#### **modelName** — Model name

character vector

Model name for an existing model that defines the architecture or behavior of the component, specified as a character vector. Models of the same name prioritize protected models.

Example: `'Robot'`

Data Types: `char`

#### **modelFilePath** — Model file path

character vector

Model file path for an existing model that defines the architecture or behavior of the component, specified as a character vector.

Example: `'Model.slx'`

Example: `'ProtectedModel.slxp'`

Data Types: char

## Output Arguments

### **modelHandle** — Handle to the linked model

numeric value

Handle to the linked model, returned as a numeric value.

Data Types: double

## See Also

[inlineComponent](#) | [saveAsModel](#)

## Topics

“Decompose and Reuse Components”

**Introduced in R2019a**

## load

Load allocation set

### Syntax

```
allocSet = systemcomposer.allocation.load(name)
```

### Description

`allocSet = systemcomposer.allocation.load(name)` loads the allocation set with the given name, if it exists, on the MATLAB path.

### Examples

#### Load Allocation Set and Open in Allocation Editor

```
% Load the allocation set MyNewAllocation.mldatx
allocSet = systemcomposer.allocation.load('MyNewAllocation')

% Open the allocation editor
systemcomposer.allocation.editor()
```

### Input Arguments

#### **name** — Name of allocation set

model object | character vector

Name of allocation set, specified as a `systemcomposer.arch.Model` object or the name of the model as a character vector.

### Output Arguments

#### **allocSet** — Allocation set

allocation set object

Allocation set, returned as a `systemcomposer.allocation.AllocationSet` object.

### See Also

`closeAll` | `createAllocationSet` | `open`

### Topics

“Create and Manage Allocations”

**Introduced in R2020b**



# load

Load profile from file

## Syntax

```
profile = systemcomposer.profile.Profile.load(fileName)
```

## Description

`profile = systemcomposer.profile.Profile.load(fileName)` loads a profile from a file name.

## Input Arguments

### **fileName** — File name for profile

character vector

File name for profile, specified as a character vector. Profile must be available on the MATLAB path.

Example: 'ProfileFile.xml'

Data Types: char

## Output Arguments

### **profile** — Profile loaded

profile object

Profile loaded, returned as a `systemcomposer.profile.Profile` object.

## See Also

`close` | `closeAll` | `createProfile` | `find` | `open` | `save` | `systemcomposer.profile.Profile`

## Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

# loadInstance

Load architecture instance

## Syntax

```
loadInstance(fileName, overwrite)
```

## Description

`loadInstance(fileName, overwrite)` loads an architecture instance from a MAT-file.

## Input Arguments

### **fileName** — File that contains architecture instance

character vector

This is a MAT-file that was previously saved with an architecture instance.

### **overwrite** — Whether to overwrite instance if it already exists in workspace

`true` | `false`

If `true`, the load operation overwrites duplicate instances in the workspace.

## See Also

`deleteInstance` | `instantiate` | `saveInstance` | `systemcomposer.analysis.Instance` | `updateInstance`

## Topics

“Write Analysis Function”

**Introduced in R2019a**

# loadModel

Load architecture model

## Syntax

```
model = systemcomposer.loadModel(modelName)
```

## Description

`model = systemcomposer.loadModel(modelName)` loads the architecture model with name `modelName` and returns its handle. The loaded model is not displayed.

## Examples

```
model = systemcomposer.loadModel('new_arch')
```

## Input Arguments

### **modelName** — Name of architecture model

character vector

Name of architecture model, specified as a character vector. Architecture model must exist on the MATLAB path.

Example: 'new\_arch'

Data Types: char

## Output Arguments

### **model** — Architecture model handle

model object

Architecture model handle, returned as a `systemcomposer.arch.Model` object.

## See Also

[open](#) | [save](#)

## Topics

“Create an Architecture Model”

**Introduced in R2019a**

# loadProfile

Load profile by name

## Syntax

```
profile = systemcomposer.loadProfile(profileName)
```

## Description

`profile = systemcomposer.loadProfile(profileName)` loads a profile with the specified file name.

## Input Arguments

### **profileName** — Name of profile

character vector

Name of profile, specified as a character vector. Profile must be available on the MATLAB path.

Example: 'new\_profile'

Data Types: char

## Output Arguments

### **profile** — Profile handle

profile object

Profile handle, returned as a `systemcomposer.profile.Profile` object.

## Examples

```
systemcomposer.loadProfile('new_profile')  
profile = systemcomposer.loadProfile('new_profile')
```

## See Also

[applyProfile](#) | [createProfile](#) | [systemcomposer.profile.Profile](#)

## Topics

"Define Profiles and Stereotypes"

**Introduced in R2019a**

# lookup

**Package:** systemcomposer.arch

Search for architecture element

## Syntax

```
element = lookup(object,Name,Value)
```

## Description

`element = lookup(object,Name,Value)` finds an architecture element based on its universal unique identifier (UUID) or full path.

## Examples

### Look Up Component by Path

```
lookup(arch, 'Path', 'RobotSystem/Sensors')
```

```
ans =
```

```
Component with properties:
```

```

        Name: 'Sensors'
        Parent: [1x1 systemcomposer.arch.Architecture]
        Ports: [1x2 systemcomposer.arch.ComponentPort]
        OwnedPorts: []
        Architecture: [1x1 systemcomposer.arch.Architecture]
        OwnedArchitecture: []
        Position: [275 75 391 161]
        Model: [1x1 systemcomposer.arch.Model]
        UUID: 'f43c9d51-9dc6-43fc-b3af-95d458b81248'
        SimulinkHandle: 9.0002
        SimulinkModelHandle: 2.0002
        ExternalUID: ''

```

## Input Arguments

**object** — Architecture model object

model object

Architecture model object to look up using the UUID, specified as a `systemcomposer.arch.Model` object.

## **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: `lookup(arch, 'Path', 'RobotSystem/Sensors')`

### **UUID — Search by UUID**

character vector

Search by UUID, specified as the comma-separated pair consisting of `'UUID'` and a character vector of the UUID.

Example: `lookup(arch, 'UUID', 'f43c9d51-9dc6-43fc-b3af-95d458b81248')`

Data Types: `char`

### **SimulinkHandle — Search by simulink handle**

double

Search by Simulink handle, specified as the comma-separated pair consisting of `'SimulinkHandle'` and a double of the `SimulinkHandle` value.

Example: `lookup(arch, 'SimulinkHandle', 9.0002)`

Data Types: `double`

### **Path — Search by full path**

character vector

Search by file path, specified as the comma-separated pair consisting of `'Path'` and a character vector with the path defined.

Example: `lookup(arch, 'Path', 'RobotSystem/Sensors')`

Data Types: `char`

## **Output Arguments**

### **element — Model element**

element object

Model element, returned as a `systemcomposer.arch.Architecture`, `systemcomposer.arch.Component`, `systemcomposer.arch.ComponentPort`, `systemcomposer.arch.ArchitecturePort`, or `systemcomposer.arch.Connector` object.

## **See Also**

`find`

### **Topics**

“Analyze Architecture”

**Introduced in R2019a**

# makeVariant

Convert component to variant choice

## Syntax

```
[variantComp,choices] = makeVariant(components)
```

## Description

[variantComp,choices] = makeVariant(components) converts components to variant choices and returns the parent component and available choices.

## Input Arguments

### **components** — Architecture components

array of architecture component objects

Architecture components to be converted to variants, specified as an array of `systemcomposer.arch.Component` objects.

## Output Arguments

### **variantComp** — Component containing variants

variant component object

Component containing variants, returned as a `systemcomposer.arch.VariantComponent` object.

### **choices** — Variant choice names

cell array of character vectors

Variant choice names, returned as a cell array of character vectors.

Data Types: char

## See Also

`addChoice` | `addVariantComponent` | `getChoices`

## Topics

“Create Variants”

**Introduced in R2019a**

## **open**

Open profile

### **Syntax**

```
open(profile)
```

### **Description**

`open(profile)` opens a profile in the Profile Editor.

### **Input Arguments**

#### **profile – Profile**

profile object

Profile, specified as a `systemcomposer.profile.Profile` object.

### **See Also**

`close` | `closeAll` | `createProfile` | `find` | `load` | `save`

### **Topics**

“Define Profiles and Stereotypes”

**Introduced in R2019a**



# open

Open allocation set in allocation editor

## Syntax

```
allocSet = systemcomposer.allocation.open(name)
```

## Description

`allocSet = systemcomposer.allocation.open(name)` opens allocation set in the allocation editor if the allocation set is on the MATLAB path.

## Input Arguments

### **name** — Name of allocation set

allocation set object | character vector

Name of allocation set, specified as an `systemcomposer.allocation.AllocationSet` object or the name as a character vector.

## See Also

`createAllocationSet` | `load`

## Topics

“Create and Manage Allocations”

**Introduced in R2020b**

## open

**Package:** `systemcomposer.arch`

Open architecture model

### Syntax

```
open(objModel)
```

### Description

`open(objModel)` opens the specified model in System Composer.

`open` is a method for the class `systemcomposer.arch.Model`.

### Examples

#### Create and Open a Model

```
Model = systemcomposer.createModel('modelName');  
open(Model)
```

### Input Arguments

#### **objModel** — Model to open in editor

model object

Model to open in editor, specified as a `systemcomposer.arch.Model` object.

### See Also

`createModel` | `openModel`

### Topics

“Create an Architecture Model”

**Introduced in R2019a**

# systemcomposer.openDictionary

**Package:** systemcomposer

Open data dictionary

## Syntax

```
dict_id = systemcomposer.openDictionary(dictionaryName)
```

## Description

`dict_id = systemcomposer.openDictionary(dictionaryName)` opens an existing Simulink data dictionary to hold interfaces and returns a handle to the `systemcomposer.interface.Dictionary` object.

## Examples

### Open an Existing Dictionary

```
dict_id = systemcomposer.openDictionary('my_dictionary.sldd')
```

## Input Arguments

**dictionaryName** — Name of existing data dictionary

character vector

Name of existing data dictionary, specified as a character vector. The name must include the `.sldd` extension.

Example: `'my_dictionary.sldd'`

Data Types: `char`

## Output Arguments

**dict\_id** — Handle to the dictionary

dictionary object

Handle to the dictionary, returned as a `systemcomposer.interface.Dictionary` object.

## See Also

`linkDictionary` | `systemcomposer.createDictionary` | `unlinkDictionary`

## Topics

“Save, Link, and Delete Interfaces”

**Introduced in R2019a**

# openModel

Open System Composer architecture model

## Syntax

```
model = systemcomposer.openModel(modelName)
```

## Description

`model = systemcomposer.openModel(modelName)` opens the model with name `modelName` for editing and returns its handle.

## Examples

```
model = systemcomposer.openModel('new_arch')
```

## Input Arguments

### **modelName** — Name of new model

character vector

Name of new model, specified as a character vector. Model must exist on the MATLAB path.

Example: 'new\_arch'

Data Types: char

## Output Arguments

### **model** — Model handle

model object

Model handle, returned as a `systemcomposer.arch.Model` object.

## See Also

`close` | `open`

## Topics

“Create an Architecture Model”

**Introduced in R2019a**

# openViews

Open architecture views editor

## Syntax

```
openViews(objModel)
```

## Description

`openViews(objModel)` opens the architecture views editor for the specified model. If the model is already open, `openViews` will bring the views to the front.

The method `openViews` is for the class `systemcomposer.arch.Model`.

## Input Arguments

### **objModel** — Name of model

model object (default) | character vector

Name of model, specified as a character vector or a `systemcomposer.arch.Model` object.

Data Types: char

## See Also

**Introduced in R2019b**

## Property

**Package:** systemcomposer.query

Create query to select non-evaluated values for properties or stereotype properties for objects based on specified property name

### Syntax

```
query = Property(name)
```

### Description

query = Property(name) creates a query object that the find method and the createViewArchitecture method use to select non-evaluated values for properties or stereotype properties for objects based on specified property name.

### Examples

#### Find Model Elements that Satisfy Property

Import the package that contains all of the System Composer queries.

```
import systemcomposer.query.*;
```

Open the Simulink project file.

```
scKeylessEntrySystem
```

Open the model.

```
m = systemcomposer.openModel('KeylessEntryArchitecture');
```

Create a query to find components that contain the character vector 'Sensor' in their 'Name' property and run the query, displaying the first.

```
constraint = contains(Property('Name'),'Sensor');  
sensors = find(m,constraint,'Recurse',true,'IncludeReferenceModels',true);  
sensors(1)
```

```
ans =
```

```
1x1 cell array
```

```
    {'KeylessEntryArchitecture/Door Lock//Unlock System/Front Driver Door Lock Sensor'}
```

### Input Arguments

**name** — Property name

character vector

Property name for model element, specified as a character vector as fully qualified name '<profile name>.<stereotype name>.<property name>' or any property on the designated class.

Example: 'Name'

Example: 'AutoProfile.BaseComponent.Latency'

Data Types: char

## Output Arguments

### **query** – Query

query constraint object

Query, returned as a `systemcomposer.query.Constraint` object.

## See Also

`PropertyValue` | `createViewArchitecture` | `find` | `systemcomposer.query.Constraint`

## Topics

“Creating Architectural Views Programmatically”

## Introduced in R2019b

# PropertyValue

**Package:** systemcomposer.query

Create query to select property from object or stereotype property and then evaluate property value

## Syntax

```
query = PropertyValue(name)
```

## Description

query = PropertyValue(name) creates a query object that the find method and the createViewArchitecture method use to select properties or stereotype properties for objects based on specified property name and then evaluate the property value.

## Examples

### Find Model Elements that Satisfy Property Value

Import the package that contains all of the System Composer queries.

```
import systemcomposer.query.*;
```

Open the Simulink project file.

```
scKeylessEntrySystem
```

Open the model.

```
m = systemcomposer.openModel('KeylessEntryArchitecture');
```

Create a query to find components that contain the character vector 'Sensor' in their 'Name' property and run the query.

```
constraint = PropertyValue('AutoProfile.BaseComponent.Latency')==30;
latency = find(m,constraint,'Recurse',true,'IncludeReferenceModels',true)
```

```
latency =
```

```
4x1 cell array
```

```
{'KeylessEntryArchitecture/Door Lock//Unlock System/Front Driver Door Lock Actuator'}
{'KeylessEntryArchitecture/Door Lock//Unlock System/Front Pass Door Lock Actuator' }
{'KeylessEntryArchitecture/Door Lock//Unlock System/Rear Driver Door Lock Actuator' }
{'KeylessEntryArchitecture/Door Lock//Unlock System/Rear Pass Door Lock Actuator' }
```

## Input Arguments

**name** — Property name

character vector

Property name for model element, specified as a character vector as fully qualified name '<profile name>.<stereotype name>.<property name>' or any property on the designated class.



Example: 'Name'

Example: 'AutoProfile.BaseComponent.Latency'

Data Types: char

## Output Arguments

### query – Query

query constraint object

Query, returned as a `systemcomposer.query.Constraint` object.

## See Also

Property | `createViewArchitecture` | `find` | `systemcomposer.query.Constraint`

## Topics

“Creating Architectural Views Programmatically”

## Introduced in R2019b

## removeComponent

**Package:** `systemcomposer.view`

Remove component from view

### Syntax

```
removeComponent(object, compPath)
```

### Description

`removeComponent(object, compPath)` removes the component with the specified path.

`removeComponent` is a method for the class `systemcomposer.view.ViewArchitecture`.

### Input Arguments

**object — View architecture**

view architecture object

View architecture, specified as a `systemcomposer.view.ViewArchitecture` object.

**compPath — Path to the component**

character vector

Path to the component including the name of the top-model, specified as a character vector.

Data Types: `char`

### See Also

`addComponent` | `systemcomposer.view.BaseViewComponent` |  
`systemcomposer.view.ComponentOccurrence` | `systemcomposer.view.ViewArchitecture` |  
`systemcomposer.view.ViewComponent` | `systemcomposer.view.ViewElement`

**Introduced in R2019b**

# removeElement

Remove a signal interface element

## Syntax

```
removeElement(interface,elementName)
```

## Description

`removeElement(interface,elementName)` removes an element from a signal interface.

## Examples

### Add an Interface and an Element

Add an interface 'newInterface' to the interface dictionary of the model and add an element with type double to it, then remove the element.

```
interface = addInterface(arch.InterfaceDictionary, 'newInterface');  
element = addElement(interface, 'newElement', 'Type', double);  
removeElement(interface, 'newInterface')
```

## Input Arguments

### **interface** – Interface object

signal interface object

Interface object, specified as a `systemcomposer.interface.SignalInterface` object.

### **elementName** – Name of element

character vector

Name of element to be removed, specified as a character vector.

Data Types: char

## See Also

`addElement` | `getElement`

## Topics

“Define Interfaces”

**Introduced in R2019a**

## removeInterface

Remove named interface from interface dictionary

### Syntax

```
removeInterface(dictionary,name)
```

### Description

`removeInterface(dictionary,name)` removes a named interface from the interface dictionary.

### Examples

#### Remove Interface

Add an interface 'newInterface' to the interface dictionary of the model and then remove it.

```
addInterface(arch.InterfaceDictionary,'newInterface')  
removeInterface(arch.InterfaceDictionary,'newInterface')
```

### Input Arguments

#### **dictionary** — Data dictionary attached to architecture model

dictionary object

Data dictionary attached to architecture model, specified as a `systemcomposer.interface.Dictionary` object.

#### **name** — Name of new interface

character vector

Name of new interface, specified as a character vector.

Data Types: `char`

### See Also

`addInterface` | `getInterface` | `getInterfaceNames`

### Topics

“Define Interfaces”

**Introduced in R2019a**

# removeProfile

Remove profile from model

## Syntax

```
removeProfile(modelObject,profileFile)
```

## Description

`removeProfile(modelObject,profileFile)` removes the profile from a model.

## Examples

### Remove a Profile

```
removeProfile(arch,'SystemProfile')
```

## Input Arguments

### **modelObject** — Architecture model

model object

Architecture model, specified as a `systemcomposer.arch.Model` object.

### **profileFile** — Name of profile

character vector

Name of profile, specified as a character vector.

Example: 'SystemProfile'

Data Types: char

## See Also

`applyProfile` | `createProfile`

## Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

# removeProperty

Remove property from stereotype

## Syntax

```
removeProperty(stereotype, propertyName)
```

## Description

`removeProperty(stereotype, propertyName)` removes a property from the stereotype.

## Examples

### Remove a Property

Add a component stereotype and add a `VoltageRating` property with value 5. Then remove the property.

```
stereotype = addStereotype(profile, 'electricalComponent', 'AppliesTo', 'Component')
property = addProperty(stereotype, 'VoltageRating', 'DefaultValue', '5');
removeProperty(stereotype, 'VoltageRating');
```

## Input Arguments

### stereotype — Stereotype to which property is removed

stereotype object

Stereotype to which property is removed, specified as a `systemcomposer.profile.Stereotype` object.

### propertyName — Name of property

character vector

Name of property to be removed, specified as a character vector.

Data Types: char

## See Also

[addProperty](#) | [getProperty](#)

## Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

# removeStereotype

Remove stereotype from model element

## Syntax

```
removeStereotype(element, stereotype)
```

## Description

`removeStereotype(element, stereotype)` removes a stereotype from the mode element. The function removes the specified stereotype if it is already applied to a model element.

## Input Arguments

### **element** – Model element

architecture object | component object | port object | connector object

Model element, specified as a `systemcomposer.arch.Architecture`, `systemcomposer.arch.Component`, `systemcomposer.arch.ComponentPort`, `systemcomposer.arch.ArchitecturePort`, or `systemcomposer.arch.Connector` object.

### **stereotype** – Fully qualified name of stereotype

character vector

Fully qualified name of stereotype, specified as a character vector in the form '`<profile>.<stereotype>`'. The profile must already be applied to the model. The stereotype can also be specified as a `systemcomposer.profile.Stereotype` object.

Data Types: char

## See Also

`applyStereotype` | `batchApplyStereotype` | `getStereotypes`

## Topics

“Remove a Stereotype”

**Introduced in R2019a**

# renameProfile

Rename profile in model

## Syntax

```
renameProfile(modelName,oldProfileName,newProfileName)
```

## Description

`renameProfile(modelName,oldProfileName,newProfileName)` renames a profile on a model from `oldProfileName` to `newProfileName`.

## Input Arguments

### **modelName — Model architecture**

model object | character vector

Model architecture, specified as a `systemcomposer.arch.Model` object or a character vector as the name of the model.

Example: 'MyModel'

Example: `archModel`

Data Types: `char`

### **oldProfileName — Old profile name**

character vector

Old profile name, specified as a character vector.

Example: 'MyProfile'

Data Types: `char`

### **newProfileName — New profile name**

character vector

New profile name, specified as a character vector.

Example: 'MyProfileNew'

Data Types: `char`

## See Also

`close` | `open` | `save`

**Introduced in R2020b**



## save

Save profile as file

### Syntax

```
filePath = save(profile,dirPath)
```

### Description

`filePath = save(profile,dirPath)` saves profile to disk as file specified in its `Name` property with a `.xml` extension. Saves to the current directory if the optional `dirPath` is left blank.

### Examples

#### Save Profile

Create a profile named 'NewProfile' and save it in the current directory.

```
profile = systemcomposer.profile.Profile.createProfile('NewProfile');  
path = save(profile);
```

### Input Arguments

#### profile — Profile

profile object

Profile, specified as a `systemcomposer.profile.Profile` object.

#### dirPath — Path to save

character vector

Path to save, specified as a character vector. Current directory is the default if no path is specified.

Example: 'C:\Temp'

Data Types: char

### Output Arguments

#### filePath — File path

character vector

File path where profile is saved, returned as a character vector.

### See Also

[close](#) | [closeAll](#) | [createProfile](#) | [find](#) | [load](#) | [open](#)

#### Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

## save

Save allocation set

### Syntax

```
save
```

### Description

save saves the allocation set.

### Examples

#### Create Allocation Set and Save

```
% Create the allocation set with name MyNewAllocation.  
allocSet = systemcomposer.allocation.createAllocationSet('MyNewAllocation', ...  
    'Source_Model_Allocation', 'Target_Model_Allocation');  
  
% Save the allocation set  
allocSet.save;
```

### See Also

createAllocationSet | createScenario | deleteScenario | getScenario |  
systemcomposer.allocation.AllocationSet

### Topics

“Create and Manage Allocations”

**Introduced in R2020b**

## save

Save the architecture model or data dictionary

### Syntax

```
save(architecture)  
save(dictionary)
```

### Description

`save(architecture)` saves the architecture model to the file specified in its `Name` property.

`save(dictionary)` saves the data dictionary.

### Examples

#### Save Model and Data Dictionary

```
save(arch);  
save(arch.InterfaceDictionary);
```

### Input Arguments

#### **architecture** — Architecture model

model object

Architecture model, specified as a `systemcomposer.arch.Model` object.

#### **dictionary** — Data dictionary

dictionary object

Data dictionary attached to the architecture model, specified as a `systemcomposer.interface.Dictionary` object.

### See Also

`close` | `loadModel`

### Topics

“Create an Architecture Model”

“Save, Link, and Delete Interfaces”

### Introduced in R2019a

# saveAsModel

Save architecture to separate model

## Syntax

```
saveAsModel(component,modelName)
```

## Description

`saveAsModel(component,modelName)` saves the architecture of the component to a separate architecture model and references the model from this component.

## Examples

### Save Component

Save the component `robotComp` in `Robot.slx` and reference the model.

```
saveAsModel(robotComp,'Robot');
```

## Input Arguments

### **component** — Architecture component

component object

Architecture component, specified as a `systemcomposer.arch.Component` object. The component must have an architecture with definition type `composition`. For other definition types, this function gives an error.

### **modelName** — Model name

character vector

Model name, specified as a character vector.

Data Types: `char`

## See Also

`inlineComponent` | `linkToModel`

## Topics

“Decompose and Reuse Components”

**Introduced in R2019a**

## saveInstance

Save architecture instance

### Syntax

```
saveInstance(architectureInstance, fileName)
```

### Description

saveInstance(architectureInstance, fileName) saves an architecture instance to a MAT-file.

### Input Arguments

#### **architectureInstance** – Architecture instance

instance object

Architecture instance to be saved, specified as a `systemcomposer.analysis.ArchitectureInstance` object.

#### **fileName** – File to save the instance

character vector

This is a MAT-file to save the architecture instance.

Data Types: `char`

### See Also

`deleteInstance` | `instantiate` | `loadInstance` | `systemcomposer.analysis.Instance` | `updateInstance`

### Topics

“Write Analysis Function”

**Introduced in R2019a**

# setActiveChoice

Set active choice on variant component

## Syntax

```
setActiveChoice(variantComponent, choice)
```

## Description

`setActiveChoice(variantComponent, choice)` sets the active choice on the variant component.

## Examples

### Set Active Choice

Create a model, get the root architecture, create one variant component, add two choices for the variant component, and set the active choice.

```
model = systemcomposer.createModel('archModel');
arch = get(model, 'Architecture');
variant = addVariantComponent(arch, 'Component1');
compList = addChoice(variant, {'Choice1', 'Choice2'});
setActiveChoice(variant, compList(2));
```

## Input Arguments

### variantComponent — Architecture component

variant component object

Architecture component, specified as a `systemcomposer.arch.VariantComponent` object with multiple choices.

### choice — Active choice in a variant component

component object | label of variant choice

Active choice in a variant component, specified as a `systemcomposer.arch.Component` object or label of the variant choice as a character vector.

## See Also

`addChoice` | `addVariantComponent` | `getActiveChoice` | `getChoices`

## Topics

“Create Variants”

**Introduced in R2019a**

## setComplexity

Set complexity for signal interface element

### Syntax

```
setComplexity(interfaceElem, complexity)
```

### Description

`setComplexity(interfaceElem, complexity)` sets the complexity for the designated signal interface element.

### Examples

#### Set Complexity for Interface Element

Create a model named 'archModel', add an interface, create an interface element with a name 'x', and set the complexity for the interface element 'complex'.

```
modelName = 'archModel';  
arch = systemcomposer.createModel(modelName); % Create model  
  
interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface  
elem = interface.addElement('x'); % Create interface element  
  
setComplexity(elem, 'complex'); % Set complexity for interface element
```

### Input Arguments

#### **interfaceElem** — Interface element

signal element object

Interface element, specified as a `systemcomposer.interface.SignalElement` object.

#### **complexity** — Complexity of interface element

'real' (default) | 'complex'

Complexity of interface element, specified as a character vector with values 'real' or 'complex'.

Data Types: char

### See Also

`addElement` | `addInterface` | `createModel` | `systemcomposer.interface.SignalElement`

### Topics

"Define Interfaces"

**Introduced in R2019a**



# setCondition

Set condition on variant choice

## Syntax

```
setCondition(variantComponent, choice, expression)
```

## Description

`setCondition(variantComponent, choice, expression)` sets the variant control for a choice for the variant component.

## Examples

### Set Condition

Create a model, get the root architecture, create one variant component, add two choices for the variant component, set the active choice, and set a condition.

```
model = systemcomposer.createModel('archModel');
arch = get(model, 'Architecture');
mode = 1;
variant = addVariantComponent(arch, 'Component1');
compList = addChoice(variant, {'Choice1', 'Choice2'});
setActiveChoice(variant, compList(2));
setCondition(variant, compList(2), 'mode == 2');
```

## Input Arguments

### variantComponent — Architecture component

variant component object

Architecture component, specified as a `systemcomposer.arch.VariantComponent` object. This component contains multiple choices.

### choice — Choice in variant component

component object

Choice in variant component whose control string is set by this function, specified by a `systemcomposer.arch.Component` object.

### expression — Control string

character vector

Control string that controls the selection of choice, specified as a character vector.

Data Types: char

**See Also**

addChoice | addVariantComponent | getActiveChoice | getCondition | makeVariant | setActiveChoice

**Topics**

“Create Variants”

**Introduced in R2019a**

# setDefaultComponentStereotype

Set default stereotype for components

## Syntax

```
setDefaultComponentStereotype(stereotype, stereotypeName)
```

## Description

`setDefaultComponentStereotype(stereotype, stereotypeName)` specifies the default stereotype `stereotypeName` of the children whose parent component has `stereotype` applied.

## Input Arguments

### **stereotype** — Stereotype of parent component

stereotype object

Stereotype of parent component, specified as a `systemcomposer.profile.Stereotype` object.

### **stereotypeName** — Fully qualified name of default stereotype

character vector

Fully qualified name of default stereotype for child components, specified as a character vector in the form '`<profile>.<stereotype>`'.

Data Types: char

## See Also

`applyStereotype` | `removeStereotype` | `setDefaultConnectorStereotype` | `setDefaultPortStereotype`

## Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

## setDefaultConnectorStereotype

Set default stereotype for connectors

### Syntax

```
setDefaultConnectorStereotype(stereotype, stereotypeName)
```

### Description

`setDefaultConnectorStereotype(stereotype, stereotypeName)` specifies the default stereotype `stereotypeName` of the connectors within the parent component that has `stereotype` applied.

### Input Arguments

#### **stereotype — Stereotype of parent component**

stereotype object

Stereotype of parent component, specified as a `systemcomposer.profile.Stereotype` object.

#### **stereotypeName — Fully qualified name of default stereotype**

character vector

Fully qualified name of default stereotype for connectors, specified as a character vector in the form '`<profile>.<stereotype>`'.

Data Types: char

### See Also

`applyStereotype` | `removeStereotype` | `setDefaultComponentStereotype` | `setDefaultPortStereotype`

### Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

# setDefaultPortStereotype

Set default stereotype for ports

## Syntax

```
setDefaultPortStereotype(stereotype, stereotypeName)
```

## Description

`setDefaultPortStereotype(stereotype, stereotypeName)` specifies the default stereotype `stereotypeName` of the ports of the parent component that has `stereotype` applied.

## Input Arguments

### **stereotype** — Stereotype of parent component

stereotype object

Stereotype of parent component, specified as a `systemcomposer.profile.Stereotype` object.

### **stereotypeName** — Fully qualified name of default stereotype

character vector

Fully qualified name of default stereotype for ports, specified as a character vector in the form '`<profile>.<stereotype>`'.

Data Types: char

## See Also

`applyStereotype` | `removeStereotype` | `setDefaultComponentStereotype` | `setDefaultConnectorStereotype`

## Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

## setDefaultStereotype

Set default stereotype for profile

### Syntax

```
setDefaultStereotype(profile, stereotypeName)
```

### Description

`setDefaultStereotype(profile, stereotypeName)` sets the default stereotype for a profile.

### Input Arguments

#### **profile** – Profile

profile object

Profile, specified as a `systemcomposer.profile.Profile` object.

#### **stereotypeName** – Stereotype name

character vector

Stereotype name, specified as a character vector. The stereotype must be present in the profile.

Example: 'ComponentStereotype'

Data Types: char

### See Also

[addStereotype](#) | [createProfile](#) | [getDefaultStereotype](#) | [getStereotype](#)

### Topics

“Create a Profile and Add Stereotypes”

**Introduced in R2019a**

# setDescription

Set description for signal interface element

## Syntax

```
setDescription(interfaceElem,description)
```

## Description

setDescription(interfaceElem,description) sets the description for the designated signal interface element.

## Examples

### Set Description for Interface Element

Create a model named 'archModel', add an interface, create an interface element with a name 'x', and set the description for the interface element 'Test Description'.

```
modelName = 'archModel';
arch = systemcomposer.createModel(modelName); % Create model

interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface
elem = interface.addElement('x'); % Create interface element

setDescription(elem,'Test Description'); % Set description for interface element
```

## Input Arguments

### interfaceElem — Interface element

signal element object

Interface element, specified as a `systemcomposer.interface.SignalElement` object.

### description — Description of interface element

character vector

Description of interface element, specified as a character vector.

Data Types: `char`

## See Also

`addElement` | `addInterface` | `createModel` | `systemcomposer.interface.SignalElement`

## Topics

“Define Interfaces”

**Introduced in R2019a**

## setDimensions

Set dimensions for signal interface element

### Syntax

```
setDimensions(interfaceElem,dimensions)
```

### Description

`setDimensions(interfaceElem,dimensions)` sets the dimensions for the designated signal interface element.

### Examples

#### Set Dimensions for Interface Element

Create a model named 'archModel', add an interface, create an interface element with a name 'x', and set the dimensions for the interface element '2'.

```
modelName = 'archModel';  
arch = systemcomposer.createModel(modelName); % Create model  
  
interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface  
elem = interface.addElement('x'); % Create interface element  
  
setDimensions(elem,'2'); % Set dimensions for interface element
```

### Input Arguments

#### **interfaceElem** — Interface element

signal element object

Interface element, specified as a `systemcomposer.interface.SignalElement` object.

#### **dimensions** — Dimensions of interface element

character vector

Dimensions of interface element, specified as a character vector.

Data Types: `char`

### See Also

`addElement` | `addInterface` | `createModel` | `systemcomposer.interface.SignalElement`

### Topics

“Define Interfaces”

**Introduced in R2019a**



# setMaximum

Set maximum for signal interface element

## Syntax

```
setMaximum(interfaceElem,maximum)
```

## Description

setMaximum(interfaceElem,maximum) sets the maximum for the designated signal interface element.

## Examples

### Set Maximum for Interface Element

Create a model named 'archModel', add an interface, create an interface element with a name 'x', and set the maximum for the interface element '5.72'.

```
modelName = 'archModel';
arch = systemcomposer.createModel(modelName); % Create model

interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface
elem = interface.addElement('x'); % Create interface element

setMaximum(elem,'5.72'); % Set maximum for interface element
```

## Input Arguments

### interfaceElem — Interface element

signal element object

Interface element, specified as a `systemcomposer.interface.SignalElement` object.

### maximum — Maximum of interface element

character vector

Maximum of interface element, specified as a character vector.

Data Types: `char`

## See Also

`addElement` | `addInterface` | `createModel` | `systemcomposer.interface.SignalElement`

## Topics

“Define Interfaces”

**Introduced in R2019a**

## setMinimum

Set minimum for signal interface element

### Syntax

```
setMinimum(interfaceElem,minimum)
```

### Description

`setMinimum(interfaceElem,minimum)` sets the minimum for the designated signal interface element.

### Examples

#### Set Minimum for Interface Element

Create a model named 'archModel', add an interface, create an interface element with a name 'x', and set the minimum for the interface element '1.12'.

```
modelName = 'archModel';  
arch = systemcomposer.createModel(modelName); % Create model  
  
interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface  
elem = interface.addElement('x'); % Create interface element  
  
setMinimum(elem,'1.12'); % Set minimum for interface element
```

### Input Arguments

#### **interfaceElem** — Interface element

signal element object

Interface element, specified as a `systemcomposer.interface.SignalElement` object.

#### **minimum** — Minimum of interface element

character vector

Minimum of interface element, specified as a character vector.

Data Types: `char`

### See Also

`addElement` | `addInterface` | `createModel` | `systemcomposer.interface.SignalElement`

### Topics

“Define Interfaces”

**Introduced in R2019a**

# setName

Set name for signal interface element

## Syntax

```
setName(interfaceElem, name)
```

## Description

setName(interfaceElem, name) sets the name for the designated signal interface element.

## Examples

### Set New Name for Interface Element

Create a model named 'archModel', add an interface, create an interface element with a name 'x', and set a new name for the interface element 'newName'.

```
modelName = 'archModel';  
arch = systemcomposer.createModel(modelName); % Create model  
  
interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface  
elem = interface.addElement('x'); % Create interface element  
  
setName(elem, 'newName'); % Set new name for interface element
```

## Input Arguments

### interfaceElem — Interface element to be renamed

signal element object

Interface element to be renamed, specified as a `systemcomposer.interface.SignalElement` object.

### name — Name of interface element

character vector

Name of interface element, specified as a character vector.

Data Types: char

## See Also

`addElement` | `addInterface` | `createModel` | `systemcomposer.interface.SignalElement`

## Topics

“Define Interfaces”

**Introduced in R2019a**

## setName

Set name for port

### Syntax

```
setName(port, name)
```

### Description

setName(port, name) sets the name for the designated port.

### Examples

#### Set New Name for Port

Create a model, get the root architecture, add a component, add a port, and set a new name for the port.

```
model = systemcomposer.createModel('archModel');  
rootArch = get(model, 'Architecture');  
newcomponent = addComponent(rootArch, 'NewComponent');  
newport = addPort(newcomponent.Architecture, 'NewCompPort', 'in');  
setName(newport, 'CompPort');
```

### Input Arguments

#### port — Port to be renamed

port object

Port to be renamed, specified as a `systemcomposer.arch.ArchitecturePort` or `systemcomposer.arch.ComponentPort` object.

#### name — Name of port

character vector

Name of port, specified as a character vector.

Data Types: char

### See Also

`systemcomposer.arch.ArchitecturePort` | `systemcomposer.arch.ComponentPort`

**Introduced in R2019a**

# setInterface

Set interface for port

## Syntax

```
setInterface(port, interface)
```

## Description

`setInterface(port, interface)` sets the interface for a port.

## Examples

### Set Interface for Port

Create a model, get the root architecture, add a component, add a port, add an interface, and set the interface for the port.

```
model = systemcomposer.createModel('archModel');
rootArch = get(model, 'Architecture');
newcomponent = addComponent(rootArch, 'NewComponent');
newport = addPort(newcomponent.Architecture, 'NewCompPort', 'in');
newinterface = addInterface(model.InterfaceDictionary, 'NewInterface');
setInterface(newport, newinterface);
```

## Input Arguments

### port — Port to be edited

port object

Port to be edited, specified as a `systemcomposer.arch.ArchitecturePort` or `systemcomposer.arch.ComponentPort` object.

### interface — Interface to set

signal interface object

Interface to set, specified as a `systemcomposer.interface.SignalInterface` object.

## See Also

`systemcomposer.arch.ArchitecturePort` | `systemcomposer.arch.ComponentPort`

## Topics

“Define Interfaces”

Introduced in R2019a

## setProperty

Set property value corresponding to stereotype applied to element

### Syntax

```
setProperty(element,propertyName,propertyValue,propertyUnits)
```

### Description

`setProperty(element,propertyName,propertyValue,propertyUnits)` sets the value and units of the property specified in the `propertyName` argument. Set the property corresponding to an applied stereotype by qualified name '`<stereotype>.<property>`'. This is the verbose approach to setting a property.

### Examples

#### Apply a Stereotype and Set Numeric Property Value

In this example, `weight` is a property of the stereotype `sysComponent`.

```
applyStereotype(element,'sysProfile.sysComponent')
setProperty(element,'sysComponent.weight','5','g')
```

#### Apply a Stereotype and Set String Property Value

In this example, `description` is a property of the stereotype `sysComponent`.

```
expression = sprintf("%s",'component description')
setProperty(element,'sysComponent.description',expression)
```

### Input Arguments

#### **element** — Architecture model element

component object | port object | connector object

Architecture model element, specified as a `systemcomposer.arch.Architecture`, `systemcomposer.arch.Component`, `systemcomposer.arch.ComponentPort`, `systemcomposer.arch.ArchitecturePort`, `systemcomposer.arch.Connector`, or `systemcomposer.arch.Element` object.

#### **propertyName** — Name of the property

character vector

Qualified name of the property in the form '`<stereotype>.<property>`'.

Data Types: char

**propertyValue – Value of property**

character vector | numeric | enumeration

Specify numeric values in single quotes. Specify string values in the `sprintf("%s", '<property value>')` form. See example on this page.

Data Types: char | double | enum

**propertyUnits – Units of property**

character vector

Units of property to interpret property values, specified as a character vector.

Data Types: char

**See Also**

getProperty | removeProperty

**Topics**

“Set Tags and Properties for Analysis”

**Introduced in R2019a**

## setType

Set type for signal interface element

### Syntax

```
setType(interfaceElem,type)
```

### Description

setType(interfaceElem,type) sets the type for the designated signal interface element.

### Examples

#### Set Type for Interface Element

Create a model named 'archModel', add an interface, create an interface element with a name 'x', and set the type for the interface element 'single'.

```
modelName = 'archModel';  
arch = systemcomposer.createModel(modelName); % Create model  
  
interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface  
elem = interface.addElement('x'); % Create interface element  
  
setType(elem,'single'); % Set type for interface element
```

### Input Arguments

#### interfaceElem — Interface element

signal element object

Interface element, specified as a `systemcomposer.interface.SignalElement` object.

#### type — Type of interface element

character vector

Type of interface element, specified as a character vector for a valid MATLAB data type.

Data Types: `char`

### See Also

`addElement` | `addInterface` | `createModel` | `systemcomposer.interface.SignalElement`

### Topics

“Define Interfaces”

**Introduced in R2019a**



# setUnits

Set units for signal interface element

## Syntax

```
setUnits(interfaceElem,units)
```

## Description

setUnits(interfaceElem,units) sets the units for the designated signal interface element.

## Examples

### Set Units for Interface Element

Create a model named 'archModel', add an interface, create an interface element with a name 'x', and set the units for the interface element 'kg'.

```
modelName = 'archModel';
arch = systemcomposer.createModel(modelName); % Create model

interface = arch.InterfaceDictionary.addInterface('interface'); % Add interface
elem = interface.addElement('x'); % Create interface element

setUnits(elem,'kg'); % Set units for interface element
```

## Input Arguments

### interfaceElem — Interface element

signal element object

Interface element, specified as a `systemcomposer.interface.SignalElement` object.

### units — Units of interface element

character vector

Units of interface element, specified as a character vector.

Data Types: `char`

## See Also

`addElement` | `addInterface` | `createModel` | `systemcomposer.interface.SignalElement`

## Topics

“Define Interfaces”

Introduced in R2019a

## setValue

Set value of property for element instance

### Syntax

```
setValue(instance,property,value)
```

### Description

`setValue(instance,property,value)` sets the property of the instance to value. This function is part of the instance API that you can use to analyze the model iteratively, element by element. `instance` refers to the element instance on which the iteration is being performed.

### Examples

#### Set the Weight Property

Assume that a `MechComponent` stereotype is attached to the specification of the instance.

```
setValue(instance,'MechComponent.weight',10);
```

### Input Arguments

#### **instance** — Element instance

architecture instance | component instance | port instance | connector instance

Element instance, specified by a `systemcomposer.analysis.ArchitectureInstance`, `systemcomposer.analysis.ComponentInstance`, `systemcomposer.analysis.PortInstance`, or `systemcomposer.analysis.ConnectorInstance` object. This function is part of the instance API that you can use to analyze the model iteratively, element by element. `instance` refers to the element instance on which the iteration is being performed.

#### **property** — Property

character vector

Property, specified as a character vector in the form '`<stereotype>.<property>`'.

#### **value** — Property value

double (default) | single | int64 | int32 | int16 | int8 | uint64 | uint32 | uint8 | boolean | string | enumeration class name

Property value, specified as a data type that depends on how the property is defined in the profile.

### See Also

`getValue` | `systemcomposer.analysis.Instance`

**Topics**

“Write Analysis Function”

**Introduced in R2019a**

## unlinkDictionary

Unlink data dictionary from architecture model

### Syntax

```
unlinkDictionary(modelObject)
```

### Description

`unlinkDictionary(modelObject)` removes the association of the model from its data dictionary.

### Examples

#### Unlink the Data Dictionary

```
unlinkDictionary(arch);
```

### Input Arguments

#### **modelObject** – Architecture model object

model object

Architecture model object from which the dictionary link is to be removed, specified as a `systemcomposer.arch.Model` object.

### See Also

`linkDictionary` | `systemcomposer.createDictionary` | `systemcomposer.openDictionary`

### Topics

“Save, Link, and Delete Interfaces”

**Introduced in R2019a**

# updateInstance

Update architecture instance

## Syntax

```
updateInstance(architectureInstance,updateFlag)
```

## Description

`updateInstance(architectureInstance,updateFlag)` updates an instance to mirror the changes in the specification model.

## Input Arguments

### **architectureInstance – Architecture instance**

instance object

Architecture instance to be updated, specified as a `systemcomposer.analysis.ArchitectureInstance` object.

### **updateFlag – Whether to update values changed directly in model**

`true` | `false`

If `true`, the method reflects changes made directly in the specification model to the instance model.

Data Types: `logical`

## See Also

`deleteInstance` | `instantiate` | `loadInstance` | `saveInstance` | `systemcomposer.analysis.Instance`

## Topics

“Write Analysis Function”

**Introduced in R2019a**



# Classes

---

# systemcomposer.allocation.AllocationSet

Manage set of allocation scenarios

## Description

The AllocationSet defines a collection of allocation scenarios between two models.

## Creation

```
% Create the allocation set with name MyNewallocation.  
systemcomposer.allocation.createAllocationSet('MyNewallocation', ...  
    'Source_Model_Allocation', 'Target_Model_Allocation');  
  
% Open the allocation editor  
systemcomposer.allocation.editor()
```

## Properties

### Name — Name of allocation set

character vector

Name of allocation set, returned as a character vector.

Data Types: char

### SourceModel — Source model for allocation

model object | character vector

Source model for allocation, returned as a systemcomposer.arch.Model object or the name of a model as a character vector.

### TargetModel — Target model for allocation

model object | character vector

Target model for allocation, returned as a systemcomposer.arch.Model object or the name of a model as a character vector.

### Scenarios — Allocation scenarios

cell array of allocation scenario objects

Allocation scenarios, returned as a cell array of systemcomposer.allocation.AllocationScenario objects.

### NeedsRefresh — Indicates if allocation set is out of date

true or 1 | false or 0

Indicates if allocation set is out of date with the source and/or target model, returned as a logical or numeric with values 1 (true) or 0 (false).

Data Types: logical



**Dirty – Indicates if allocation has unsaved changes**`true or 1 | false or 0`

Indicates if the allocation set has unsaved changes, returned as a logical or numeric with values 1 (true) or 0 (false).

Data Types: `logical`

**Object Functions**

<code>close</code>	Close allocation set
<code>closeAll</code>	Close all loaded allocation sets
<code>createScenario</code>	Create new empty allocation scenario
<code>deleteScenario</code>	Delete allocation scenario
<code>find</code>	Find loaded allocation set
<code>getScenario</code>	Get allocation scenario
<code>save</code>	Save allocation set

**See Also**

`createAllocationSet` | `systemcomposer.allocation.Allocation` |  
`systemcomposer.allocation.AllocationScenario` | `systemcomposer.allocation.editor`

**Topics**

“Create and Manage Allocations”

**Introduced in R2020b**

## **systemcomposer.analysis.Instance**

Class that represents architecture model element in analysis instance

### **Description**

The Instance class represents an instance of an architecture.

### **Creation**

Create an instance of an architecture

```
instance = instantiate(modelHandle,architecture,properties,name)
```

### **Properties**

#### **Name — Name of instance**

character vector

Name of instance, returned as a character vector.

Data Types: char

#### **Specification — Specification for creating instance**

architecture | component | port | connector

Specification for creating instance, returned as a `systemcomposer.arch.Architecture`, `systemcomposer.arch.Component`, `systemcomposer.arch.ArchitecturePort`, `systemcomposer.arch.ComponentPort`, or `systemcomposer.arch.Connector` object. The specification depends on the kind of instance.

#### **Architecture Instance Properties**

##### **Components — Child components of instance**

array of components

Child components of instance, returned as an array of `systemcomposer.analysis.ComponentInstance` objects.

##### **Ports — Ports of architecture instance**

array of ports

Ports of architecture instance, returned as an array of `systemcomposer.analysis.PortInstance` objects.

##### **Connectors — Connectors in architecture instance**

array of connectors

Connectors in architecture instance, returned as an array of `systemcomposer.analysis.ConnectorInstance` objects, connecting child components.

**Specification — References element in model**

architecture object

References element in model, returned as a `systemcomposer.analysis.ArchitectureInstance` object.

**Component Instance Properties****Components — Child components of instance**

array of components

Child components of instance, returned as an array of `systemcomposer.analysis.ComponentInstance` objects within the architecture.

**Ports — Ports of component instance**

array of ports

Ports of component instance, returned as an array of `systemcomposer.analysis.PortInstance` objects.

**Connectors — Connectors in component instance**

array of connectors

Connectors in component instance, connecting child components, returned as an array of `systemcomposer.analysis.ConnectorInstance` objects.

**Parent — Parent of the component**

architecture object

Parent of the component, returned as a `systemcomposer.analysis.ArchitectureInstance` object.

**Specification — References element in model**

architecture object

References element in model, returned as a `systemcomposer.analysis.ArchitectureInstance` object.

**Port Instance Properties****Parent — Component that contains the port**

component instance object

Component that contains the port, returned as a `systemcomposer.analysis.ComponentInstance` object.

**Connector Instance Properties****Parent — Component that contains connector**

component instance object

Component that contains connector, returned as a `systemcomposer.analysis.ComponentInstance` object.

**SourcePort — Source port instance**

port instance object

Source port instance, returned as a `systemcomposer.analysis.PortInstance` object.

**DestinationPort – Destination port instance**

port instance object

Destination port instance, returned as a `systemcomposer.analysis.PortInstance` object.

**Specification – References element in model**

architecture object

References element in model, returned as a `systemcomposer.analysis.ArchitectureInstance` object.

**Object Functions**

<code>getValue</code>	Get value of property from element instance
<code>setValue</code>	Set value of property for element instance
<code>isArchitecture</code>	Find if instance is architecture instance
<code>isComponent</code>	Find if instance is component instance
<code>isConnector</code>	Find if instance is connector instance
<code>isPort</code>	Find if instance is port instance

**See Also**

`deleteInstance` | `instantiate` | `loadInstance` | `saveInstance` | `updateInstance`

**Topics**

“Write Analysis Function”

**Introduced in R2019a**

# systemcomposer.arch.Architecture

Class that represents architecture in architecture model

## Description

The Architecture class represents an architecture in the model. This class inherits from `systemcomposer.base.BaseElement` and implements the interface `systemcomposer.base.BaseArchitecture`.

## Creation

Create a model and get the root architecture:

```
model = systemcomposer.createModel('archModel');  
arch = get(model, 'Architecture')
```

## Properties

### Name — Name of architecture

character vector

Name of architecture, returned as a character vector. The architecture name is derived from the parent component or model name to which the architecture belongs.

Example: 'system\_architecture'

Data Types: char

### Definition — Definition type of architecture

composition | behavior | view

Definition type of architecture, returned as a composition, a behavior model, or a view.

Data Types: `ArchitectureDefinition` enum

### Parent — Handle to parent component

component object

Handle to parent component that owns architecture, returned as a `systemcomposer.arch.Component` object.

### Components — Array of handles to set of child components

array of component objects

Array of handles to set of child components of architecture, returned as an array of `systemcomposer.arch.Component` objects.

### Ports — Array of architecture ports

array of architecture port objects

Array of architecture ports of architecture, returned as an array of `systemcomposer.arch.ArchitecturePort` objects.

**Connectors — Array of connectors that connect child components of this architecture**

array of connector objects

Array of connectors that connect child components of this architecture, returned as an array of `systemcomposer.arch.Connector` objects.

## Object Functions

<code>addComponent</code>	Add components to architecture
<code>addVariantComponent</code>	Add variant components to architecture
<code>addPort</code>	Add ports to architecture
<code>connect</code>	Create architecture model connections
<code>applyStereotype</code>	Apply stereotype to architecture model element
<code>getStereotypes</code>	Get stereotypes applied on element of architecture model
<code>removeStereotype</code>	Remove stereotype from model element
<code>batchApplyStereotype</code>	Apply stereotype to all elements in specified architecture
<code>iterate</code>	Iterate over model elements
<code>instantiate</code>	Create analysis instance from specification
<code>setProperty</code>	Set property value corresponding to stereotype applied to element
<code>getProperty</code>	Get property value corresponding to stereotype applied to element
<code>removeProfile</code>	Remove profile from model
<code>applyProfile</code>	Apply profile to a model
<code>getEvaluatedPropertyValue</code>	Get evaluated value of property from component

## See Also

`systemcomposer.arch.Component` | `systemcomposer.arch.Element`

## Topics

“Create an Architecture Model”

## Introduced in R2019a

# systemcomposer.arch.ArchitecturePort

Represent input and output ports of architecture

## Description

This class inherits from `systemcomposer.arch.BasePort`.

## Creation

```
port = addPort(archObj, 'in')
```

The `addPort` method is the constructor for the `systemcomposer.arch.ArchitecturePort` class.

## Properties

### Name — Name of port

character vector

Name of port, returned as a character vector.

Data Types: char

### Direction — Port direction

'Input' | 'Output'

Port direction, returned as a character array with values 'Input' and 'Output'.

Data Types: char

### InterfaceName — Name of interface associated with port

character vector

Name of interface associated with port, returned as a character vector.

Data Types: char

### Interface — Interface associated with port

signal interface object

Interface associated with port, returned as a `systemcomposer.interface.SignalInterface` object.

### Connectors — Port connectors

connector object

Port connectors, returned as a `systemcomposer.arch.Connector` object.

### Connected — Whether port has connections

true or 1 | false or 0

Whether port has connections, returned as a logical or numeric value 1 (true) or 0 (false).

Data Types: `logical`

### **Parent – Architecture that owns port**

`architecture` object

Architecture that owns port, returned as a `systemcomposer.arch.Architecture` object.

### **Object Functions**

<code>connect</code>	Create architecture model connections
<code>setName</code>	Set name for port
<code>setInterface</code>	Set interface for port
<code>createAnonymousInterface</code>	Create and set anonymous interface for port
<code>applyStereotype</code>	Apply stereotype to architecture model element
<code>getStereotypes</code>	Get stereotypes applied on element of architecture model
<code>removeStereotype</code>	Remove stereotype from model element
<code>setProperty</code>	Set property value corresponding to stereotype applied to element
<code>getProperty</code>	Get property value corresponding to stereotype applied to element
<code>destroy</code>	Remove and destroy model element
<code>getEvaluatedPropertyValue</code>	Get evaluated value of property from component

### **See Also**

`addPort` | `systemcomposer.arch.BasePort` | `systemcomposer.arch.ComponentPort` | `systemcomposer.arch.Element`

### **Topics**

“Create an Architecture Model”

**Introduced in R2019a**



# systemcomposer.arch.BaseComponent

Common base class for all components in architecture model

## Description

A `systemcomposer.arch.BaseComponent` cannot be constructed. Either create a `systemcomposer.arch.Component` or `systemcomposer.arch.VariantComponent`.

## Properties

### Parent — Architecture that owns component

architecture object

Architecture that owns component, returned as a `systemcomposer.arch.Architecture` object.

### Ports — Input and output ports of component

component port object

Input and output ports of component, returned as a `systemcomposer.arch.ComponentPort` object.

### OwnedArchitecture — Architecture owned by component

architecture object

Architecture owned by component, returned as a `systemcomposer.arch.Architecture` object.

### Position — Position of component on canvas

vector of coordinates in pixels

Position of component on canvas, returned as a vector of coordinates, in pixels [left top right bottom].

## Object Functions

<code>getStereotypes</code>	Get stereotypes applied on element of architecture model
<code>getProperty</code>	Get property value corresponding to stereotype applied to element
<code>setProperty</code>	Set property value corresponding to stereotype applied to element
<code>getEvaluatedPropertyValue</code>	Get evaluated value of property from component
<code>getPort</code>	Get object for signal interface element
<code>applyStereotype</code>	Apply stereotype to architecture model element
<code>connect</code>	Create architecture model connections
<code>destroy</code>	Remove and destroy model element
<code>isReference</code>	Find if component is reference to another model
<code>removeStereotype</code>	Remove stereotype from model element

## See Also

**Introduced in R2019b**

## systemcomposer.arch.BasePort

Common base class for all ports in architecture model

### Description

A `systemcomposer.arch.Baseport` cannot be constructed. Create a `systemcomposer.arch.ArchitecturePort`.

### Properties

#### **Name — Name of port**

character vector

Name of port, returned as a character vector.

Data Types: char

#### **Direction — Port direction**

'Input' | 'Output'

Port direction, returned as a character array with values 'Input' and 'Output'.

Data Types: char

#### **InterfaceName — Name of interface associated with port**

character vector

Name of interface associated with port, returned as a character vector.

Data Types: char

#### **Interface — Interface associated with port**

signal interface object

Interface associated with port, returned as a `systemcomposer.interface.SignalInterface` object.

#### **Connectors — Port connectors**

connector object

Port connectors, returned as a `systemcomposer.arch.Connector` object.

#### **Connected — Whether port has connections**

true or 1 | false or 0

Whether port has connections, returned as a logical or numeric value 1 (true) or 0 (false).

Data Types: logical

### Object Functions

`getProperty`

Get property value corresponding to stereotype applied to element

setProperty	Set property value corresponding to stereotype applied to element
getEvaluatedPropertyValue	Get evaluated value of property from component
applyStereotype	Apply stereotype to architecture model element
getStereotypes	Get stereotypes applied on element of architecture model
removeStereotype	Remove stereotype from model element
destroy	Remove and destroy model element

## See Also

systemcomposer.arch.ArchitecturePort | systemcomposer.arch.ComponentPort |  
systemcomposer.arch.Element

## Topics

“Ports”

**Introduced in R2019a**

## systemcomposer.arch.Component

Class that represents component or view component

### Description

The Component class represents a component in the architecture model. This class inherits from `systemcomposer.arch.BaseComponent`.

### Creation

Create a component in an architecture model:

```
model = systemcomposer.createModel('archModel');  
arch = get(model, 'Architecture');  
component = addComponent(arch, 'NewComponent');
```

### Properties

#### **Name — Name of component**

character vector

Name of component, returned as a character vector.

Data Types: char

#### **Parent — Handle to parent architecture that owns component**

architecture object

Handle to parent architecture that owns component, returned as a `systemcomposer.arch.Architecture` object.

#### **Architecture — Architecture that defines component structure**

architecture object

Architecture that defines component structure, returned as a `systemcomposer.arch.Architecture` object. For a component that references a different architecture model, this property returns a handle to the root architecture of that model. For variant components, the architecture is that of the active variant.

#### **OwnedArchitecture — Architecture that component owns**

architecture object

Architecture that component owns, returned as a `systemcomposer.arch.Architecture` object. For components that reference an architecture, this property is empty. For variant components, this property is the architecture in which the individual variant components reside.

#### **Ports — Array of component ports**

array of component port objects

Array of component ports, returned as an array of `systemcomposer.arch.ComponentPort` objects.

### **OwnedPorts — Array of component ports**

array of component port objects

Array of component ports, returned as an array of `systemcomposer.arch.ComponentPort` objects. For reference components, this property is empty.

### **ReferenceName — If linked component, name of model that component references**

character vector

If linked component, name of model that component references, returned as a character vector.

Data Types: `char`

## **Object Functions**

<code>saveAsModel</code>	Save architecture to separate model
<code>createSimulinkBehavior</code>	Create Simulink model and link component to it
<code>linkToModel</code>	Link component to a model
<code>inlineComponent</code>	Inline reference architecture into model
<code>makeVariant</code>	Convert component to variant choice
<code>isReference</code>	Find if component is reference to another model
<code>connect</code>	Create architecture model connections
<code>applyStereotype</code>	Apply stereotype to architecture model element
<code>getStereotypes</code>	Get stereotypes applied on element of architecture model
<code>removeStereotype</code>	Remove stereotype from model element
<code>setProperty</code>	Set property value corresponding to stereotype applied to element
<code>getProperty</code>	Get property value corresponding to stereotype applied to element
<code>destroy</code>	Remove and destroy model element
<code>getPort</code>	Get port from component
<code>getEvaluatedPropertyValue</code>	Get evaluated value of property from component

## **See Also**

`addComponent` | `createModel` | `systemcomposer.arch.Architecture` | `systemcomposer.arch.Element`

## **Topics**

“Create an Architecture Model”

## **Introduced in R2019a**

## **systemcomposer.arch.ComponentPort**

Represents input and output ports of component

### **Description**

This class inherits from `systemcomposer.arch.BasePort`.

### **Creation**

A component port is constructed by creating an architecture port on the architecture of the component.

```
addPort(compObj.Architecture,portName,'in')
```

```
compPortObj = getPort(compObj,portName)
```

### **Properties**

#### **Name — Name of port**

character vector

Name of port, returned as a character vector.

Data Types: char

#### **Direction — Port direction**

'Input' | 'Output'

Port direction, returned as a character array with values 'Input' and 'Output'.

Data Types: char

#### **InterfaceName — Name of interface**

character vector

Name of interface associated with port, returned as a character vector.

Data Types: char

#### **Interface — Interface associated with port**

signal interface object

Interface associated with port, returned as a `systemcomposer.interface.SignalInterface` object.

#### **Connectors — Port connectors**

connector object

Port connectors, returned as a `systemcomposer.arch.Connector` object.

**Connected — Whether port has connections**

true or 1 | false or 0

Whether port has connections, returned as a logical or numeric value 1 (true) or 0 (false).

Data Types: `logical`

**Parent — Component that owns port**

architecture object

Component that owns port, returned as a `systemcomposer.arch.Architecture` object.

**ArchitecturePort — Architecture port**

architecture port object

Architecture port within the component that maps to port, returned as a `systemcomposer.arch.ArchitecturePort` object.

**Object Functions**

<code>connect</code>	Create architecture model connections
<code>setName</code>	Set name for port
<code>setInterface</code>	Set interface for port
<code>createAnonymousInterface</code>	Create and set anonymous interface for port
<code>applyStereotype</code>	Apply stereotype to architecture model element
<code>getStereotypes</code>	Get stereotypes applied on element of architecture model
<code>removeStereotype</code>	Remove stereotype from model element
<code>setProperty</code>	Set property value corresponding to stereotype applied to element
<code>getProperty</code>	Get property value corresponding to stereotype applied to element
<code>destroy</code>	Remove and destroy model element
<code>getEvaluatedPropertyValue</code>	Get evaluated value of property from component

**See Also**

`addPort` | `getPort` | `systemcomposer.arch.ArchitecturePort` | `systemcomposer.arch.BasePort` | `systemcomposer.arch.Element`

**Introduced in R2019a**

## systemcomposer.arch.Connector

Class that represents connector between ports

### Description

The connector class represents a connector between ports. This class is derived from `systemcomposer.arch.Element`. This class inherits from `systemcomposer.base.BaseElement` and implements the interface `systemcomposer.base.BaseConnector`.

### Creation

Create a connector.

```
connector = connect(architecture, outports, inports)
```

### Properties

#### Parent — Handle to parent architecture that owns connector

architecture object

Handle to parent architecture that owns connector, returned as a `systemcomposer.arch.Architecture` object.

#### Name — Name of connector

character vector

Name of connector, returned as a character vector.

Data Types: char

#### SourcePort — Source of connection

architecture port object | component port object

Source of connection as an output port, returned as a `systemcomposer.arch.ArchitecturePort` or `systemcomposer.arch.ComponentPort` object.

#### DestinationPort — Destination of connection

architecture port object | component port object

Destination of connection as an input port, returned as a `systemcomposer.arch.ArchitecturePort` or `systemcomposer.arch.ComponentPort` object.

### Object Functions

<code>applyStereotype</code>	Apply stereotype to architecture model element
<code>getStereotypes</code>	Get stereotypes applied on element of architecture model
<code>removeStereotype</code>	Remove stereotype from model element
<code>setProperty</code>	Set property value corresponding to stereotype applied to element



getProperty	Get property value corresponding to stereotype applied to element
destroy	Remove and destroy model element
getEvaluatedPropertyValue	Get evaluated value of property from component
getSourceElement	Gets signal elements selected on source port for connection
getDestinationElement	Gets signal elements selected on destination port for connection

## See Also

connect | systemcomposer.arch.Element

## Topics

“Create an Architecture Model”

## Introduced in R2019a

# systemcomposer.arch.Element

Base class of all model elements

## Description

The `Element` class is the base class for all System Composer model elements — architecture, component, port, and connector. This class inherits from `systemcomposer.base.BaseElement`.

## Creation

Create an architecture, component, port, or connector: `addComponent`, `addPort`, `connect`.

## Properties

### UUID — Universal unique identifier for model element

character vector

Universal unique identifier for model element, returned as a character vector.

Example: '91d5de2c-b14c-4c76-a5d6-5dd0037c52df'

Data Types: `char`

### ExternalUID — Unique external identifier

character vector

Unique external identifier, returned as a character vector. The external ID is preserved over the lifespan of the element and through all operations that preserve the UUID.

Example: 'network\_connector\_01'

Data Types: `char`

### Model — Handle to parent System Composer model of element

model object

Handle to parent model of element, returned as a `systemcomposer.arch.Model` object.

### SimulinkHandle — Simulink handle for element

numeric value

Simulink handle for element, returned as a numeric value. This property is necessary for several Simulink related work flows and for using Simulink Requirement APIs.

Example: `handle = get(object, 'SimulinkHandle')`

Data Types: `double`

## Object Functions

`applyStereotype`

Apply stereotype to architecture model element

<code>getStereotypes</code>	Get stereotypes applied on element of architecture model
<code>removeStereotype</code>	Remove stereotype from model element
<code>setProperty</code>	Set property value corresponding to stereotype applied to element
<code>getProperty</code>	Get property value corresponding to stereotype applied to element
<code>destroy</code>	Remove and destroy model element
<code>getEvaluatedPropertyValue</code>	Get evaluated value of property from component

## See Also

`systemcomposer.arch.Architecture` | `systemcomposer.arch.ArchitecturePort` |  
`systemcomposer.arch.BasePort` | `systemcomposer.arch.Component` |  
`systemcomposer.arch.ComponentPort` | `systemcomposer.arch.Connector`

## Topics

“Create an Architecture Model”

## Introduced in R2019a

## **systemcomposer.arch.Model**

Represent System Composer model

### **Description**

Use the `Model` class to create and manage architecture objects in a System Composer model.

### **Creation**

```
objModel = systemcomposer.createModel(modelName)
```

The `createModel` method is the constructor for the `systemcomposer.arch.Model` class.

### **Properties**

#### **Name — Name of model**

character vector

Name of model, returned as a character vector.

Data Types: `char`

#### **Architecture — Root architecture of model**

architecture object

Root architecture of model, returned as a `systemcomposer.arch.Architecture` object.

#### **SimulinkHandle — Simulink handle**

numeric value

Simulink handle, returned as a numeric value.

Data Types: `double`

#### **Profiles — Array of handles to profiles**

array of profile objects

Array of handles to profiles attached to the model, returned as `systemcomposer.profile.Profile` objects.

#### **InterfaceDictionary — Dictionary object that holds interfaces**

dictionary object

Dictionary object that holds interfaces, returned as a `systemcomposer.interface.Dictionary` object. If the model is not linked to an external dictionary, this is a handle to the implicit dictionary

#### **Views — Array of handles to model views**

array of view architecture objects

Array of handles to model views, returned as an array of `systemcomposer.view.ViewArchitecture` objects.

Example: `objViewArchitecture = get(objModel, 'Views')`

## Object Functions

<code>open</code>	Open architecture model
<code>close</code>	Close System Composer model
<code>save</code>	Save the architecture model or data dictionary
<code>find</code>	Find architecture elements using query
<code>lookup</code>	Search for architecture element
<code>createViewArchitecture</code>	Create view
<code>openViews</code>	Open architecture views editor
<code>applyProfile</code>	Apply profile to a model
<code>removeProfile</code>	Remove profile from model
<code>linkDictionary</code>	Link data dictionary to architecture model
<code>unlinkDictionary</code>	Unlink data dictionary from architecture model
<code>renameProfile</code>	Rename profile in model
<code>iterate</code>	Iterate over model elements

## See Also

### Topics

“Create an Architecture Model”

### Introduced in R2019a

## systemcomposer.arch.VariantComponent

Represent variant component in System Composer model

### Description

This class inherits from `systemcomposer.arch.BaseComponent`. A variant component allows you to create multiple design alternatives for a component.

### Creation

```
varComp = addVariantComponent(archObj, compName)
```

The `addVariantComponent` method creates an object method on the `systemcomposer.arch.Architecture` class, and then creates a `systemcomposer.arch.VariantComponent` object.

### Properties

#### Parent — Architecture that owns variant component

architecture object

Architecture that owns variant component, returned as a `systemcomposer.arch.Architecture` object.

#### Ports — Input and output ports

component port objects

Input and output ports of variant component, returned as `systemcomposer.arch.ComponentPort` objects.

#### OwnedArchitecture — Architecture owned by variant component

architecture object

Architecture owned by variant component, returned as a `systemcomposer.arch.Architecture` object.

#### Architecture — Architecture of active variant choice

architecture object

Architecture of the active variant choice, returned as a `systemcomposer.arch.Architecture` object.

### Object Functions

<code>addChoice</code>	Add variant choices to variant component
<code>setCondition</code>	Set condition on variant choice
<code>setActiveChoice</code>	Set active choice on variant component
<code>getChoices</code>	Get available choices in variant component

getActiveChoice	Get active choice on variant component
getCondition	Return variant control on choice within variant component
getStereotypes	Get stereotypes applied on element of architecture model
removeStereotype	Remove stereotype from model element
applyStereotype	Apply stereotype to architecture model element
destroy	Remove and destroy model element
getEvaluatedPropertyValue	Get evaluated value of property from component
getPort	Get port from component
getProperty	Get property value corresponding to stereotype applied to element
setProperty	Set property value corresponding to stereotype applied to element
isReference	Find if component is reference to another model

## See Also

### Topics

“Decompose and Reuse Components”

**Introduced in R2019a**

## systemcomposer.interface.Dictionary

Class that represents an element in the signal interface

### Description

The `systemcomposer.interface.Dictionary` class represents the interface dictionary of an architecture model.

### Creation

Create a dictionary.

```
dict_id = systemcomposer.createDictionary('NewDictionary');
```

### Properties

#### Interfaces — Interfaces defined in dictionary

array of signal interfaces

Interfaces defined in dictionary, returned as an array of `systemcomposer.interface.SignalInterface` objects.

#### UUID — Universal unique identifier

character vector

Universal unique identifier for an interface dictionary, returned as a character vector.

Example: '91d5de2c-b14c-4c76-a5d6-5dd0037c52df'

Data Types: char

### Object Functions

<code>addInterface</code>	Create named interface in interface dictionary
<code>save</code>	Save the architecture model or data dictionary
<code>applyProfile</code>	Apply profile to a model
<code>removeProfile</code>	Remove profile from model
<code>removeInterface</code>	Remove named interface from interface dictionary
<code>getInterface</code>	Get object for named interface in interface dictionary
<code>getInterfaceNames</code>	Get names of all interfaces in interface dictionary
<code>destroy</code>	Remove and destroy model element

### See Also

`systemcomposer.createDictionary` | `systemcomposer.interface.SignalElement` | `systemcomposer.interface.SignalInterface` | `systemcomposer.openDictionary`

### Topics

“Define Interfaces”



**Introduced in R2019a**

## **systemcomposer.interface.SignalElement**

Class that represents element in signal interface

### **Description**

The `SignalElement` class represents a single element in the signal interface.

### **Creation**

Create a signal element.

```
elem = addElement(interface, 'NewElement')
```

### **Properties**

#### **Interface — Handle to parent interface of element**

signal interface object

Handle to parent interface of element, returned as a `systemcomposer.interface.SignalInterface` object.

#### **Name — Element name**

character vector

Element name, returned as a character vector.

Data Types: char

#### **Dimensions — Dimensions of element**

array of positive integers

Dimensions of element, returned as an array of positive integers.

Data Types: integer

#### **Type — Data type of element**

character vector

Data type of element, returned as a character vector.

Data Types: char

#### **Complexity — Complexity of element**

'real' | 'complex'

Complexity of element, returned as 'real' or 'complex' character vectors.

Data Types: char

#### **Units — Units of element**

character vector

Units of element, returned as a character vector.

Data Types: char

### **Minimum — Minimum value for element**

double

Minimum value for element, returned as a double.

Data Types: double

### **Maximum — Maximum value for element**

double

Maximum value for element, returned as a double.

Data Types: double

### **Description — Description text for element**

character vector

Description text for element, returned as a character vector.

Data Types: char

## **Object Functions**

setName	Set name for signal interface element
setType	Set type for signal interface element
setDimensions	Set dimensions for signal interface element
setUnits	Set units for signal interface element
setComplexity	Set complexity for signal interface element
setMinimum	Set minimum for signal interface element
setMaximum	Set maximum for signal interface element
setDescription	Set description for signal interface element
destroy	Remove and destroy model element

## **See Also**

addElement | addInterface | getElement | getInterface | getInterfaceNames |  
removeElement | removeInterface | systemcomposer.interface.SignalInterface

## **Topics**

“Define Interfaces”

## **Introduced in R2019a**

## systemcomposer.interface.SignalInterface

Class that represents structure of signal interface

### Description

The SignalInterface class represents the structure of the signal interface at a given port.

### Creation

Create an interface.

```
interface = addInterface(dictionary,name)
```

### Properties

#### Dictionary — Handle to parent dictionary of interface

interface dictionary object

Handle to parent dictionary of interface, returned as a `systemcomposer.interface.Dictionary` object.

#### Name — Interface name

character vector

Interface name, returned as a character vector.

Data Types: char

#### Elements — Elements in interface

array of interface element objects

Elements in interface, returned as an array of `systemcomposer.interface.SignalElement` objects.

### Object Functions

<code>addElement</code>	Add signal interface element
<code>removeElement</code>	Remove a signal interface element
<code>getElement</code>	Get object for signal interface element
<code>destroy</code>	Remove and destroy model element
<code>applyStereotype</code>	Apply stereotype to architecture model element
<code>removeStereotype</code>	Remove stereotype from model element
<code>getStereotypes</code>	Get stereotypes applied on element of architecture model
<code>getProperty</code>	Get property value corresponding to stereotype applied to element
<code>setProperty</code>	Set property value corresponding to stereotype applied to element
<code>getEvaluatedPropertyValue</code>	Get evaluated value of property from component

### See Also

`addInterface` | `systemcomposer.interface.SignalElement`

**Topics**

“Define Interfaces”

**Introduced in R2019a**

# systemcomposer.io.ModelBuilder

Model builder for System Composer architecture models

## Description

Build System Composer models using the model builder utility class. Build System Composer models with these sets of information: components and their position in architecture hierarchy, ports and their mappings to components, connections between the components through ports, and interfaces in architecture models and their mappings to ports.

## Creation

### Syntax

```
builder = systemcomposer.io.ModelBuilder(profile)
```

### Description

`builder = systemcomposer.io.ModelBuilder(profile)` creates the `ModelBuilder` object.

### Input Arguments

#### **profile** – Metadata XML file

character vector

File that contains a set of properties for any model element.

### Output Arguments

#### **builder** – Model builder instantiation

`ModelBuilder` object

`ModelBuilder` object used to build a System Composer model.

## Properties

### **Components** – Component information

table

Table containing the hierarchical information of components, type of component (for example, reference, variant, or adapter), stereotypes applied on component, and ability to set property values of component.

### **Ports** – Ports information

table

Table containing the information about ports, their mappings to components and interfaces, as well as stereotypes applied on them.

**Connections – Connections information**

table

Table containing information about the connections between the ports defined in ports table also stereotypes applied on connections.

**Interfaces – Interfaces information**

table

Table containing the definitions of various interfaces and their elements.

**Utility Functions**

Components	Description
<code>addComponent(compName, ID, ParentID)</code>	Add component with name and ID as a child of component with ID as ParentID. In case of root, ParentID is 0.
<code>setComponentProperty(ID, varargin)</code>	Set stereotype on component with ID. Key value pair of property name and value defined in the stereotype can be passed as input. In this example  <pre>builder.setComponentProperty(ID, 'StereotypeName', .. 'UAVComponent.PartDescriptor', 'ModelName', kind, 'Manufacturer', domain)</pre> ModelName and Manufacturer are properties under stereotype PartDescriptor.
Ports	Description
<code>addPort(portName, direction, ID, compID)</code>	Add port with name and ID with direction (either Input or Output) to component with ID as compID.
<code>setPropertyOnPort(ID, varargin)</code>	Set stereotype on port with ID. Key value pair of the property name and the value defined in the stereotype can be passed as input.
Connections	Description
<code>addConnection(connName, ID, sourcePortID, destPortID)</code>	Add connection with name and ID between ports with sourcePortID (direction: Output) and destPortID (direction: Input) defined in the ports table.
<code>setPropertyOnConnection(ID, varargin)</code>	Set stereotype on connection with ID. Key value pair of the property name and the value defined in the stereotype can be passed as input.
Interfaces	Description
<code>addInterface(interfaceName, ID)</code>	Add interface with name and ID to a data dictionary.

Interfaces	Description
<code>addElementInInterface(elementName, ID, interfaceID, datatype, dimensions, units, complexity, Maximum, Minimum)</code>	Add element with name and ID under an interface with ID as <code>interfaceID</code> . Data types, dimensions, units, complexity, and maximum and minimum are properties of an element. These properties are specified as strings.
<code>addAnonymousInterface(ID, datatype, dimensions, units, complexity, Maximum, Minimum)</code>	Add anonymous interface with ID and element properties like data type, dimensions, units, complexity, maximum and minimum. Data type of an anonymous interface cannot be another interface name. Anonymous interfaces do not have elements like other interfaces.
Interfaces and Ports	Description
<code>addInterfaceToPort(interfaceID, portID)</code>	Link an interface with ID specified as <code>InterfaceID</code> to a port with ID specified as <code>PortID</code> .
Models	Description
<code>build(modelName)</code>	Build model with model name passed as input.
Logging and Reporting	Description
<code>getImportErrorLog()</code>	Get <code>ErrorLogs</code> generated while importing the model. Called after the <code>build()</code> function
<code>getImportReport()</code>	Get a report of the import. Called after the <code>build()</code> function.

## Examples

### Import System Composer Architecture using Model Builder.

This example shows how to import architecture specifications into System Composer using the `systemcomposer.io.modelBuilder()` utility class. These architecture specifications can be defined in external source such as Excel file.

In system composer, an architecture is fully defined by three sets of information:

- Components and its position in architecture hierarchy
- Ports and its mapping to components
- Connections between the components through ports In this example, we also import interface data definitions from external source.
- Interfaces in architecture models and its mapping to ports

This example uses `systemcomposer.modelBuilder` class to pass all of the above architecture information and import a System Composer model.

In this example, architecture information of a small UAV system is defined in an Excel spreadsheet and is used to create a System Composer architecture model.



## External Source Files

- **Architecture.xlsx** : This Excel file contains hierarchical information of the architecture model. This example maps the external source data to System Composer model elements. Below is the mapping of information in column names to System Composer model elements.

```
# Element      : Name of the element. Either can be component or port name.
# Parent       : Name of the parent element.
# Class        : Can be either component or port(Input/Output direction of the port).
# Domain       : Mapped as component property. Property "Manufacturer" defined in the
                profile UAVComponent under Stereotype PartDescriptor maps to Domain values in
# Kind         : Mapped as component property. Property "ModelName" defined in the
                profile UAVComponent under Stereotype PartDescriptor maps to Kind values in
# InterfaceName : If class is of port type. InterfaceName maps to name of the interface link
# ConnectedTo  : In case of port type, it specifies the connection to
                other port defined in format "ComponentName::PortName".
```

- **DataDefinitions.xlsx** : This excel file contains interface data definitions of the model. This example assumes the below mapping between the data definitions in the source excel file and interfaces hierarchy in System Composer :

```
# Name         : Name of the interface or element.
# Parent       : Name of the parent interface Name(Applicable only for elements) .
# Datatype     : Datatype of element. Can be another interface in format
                Bus: InterfaceName
# Dimensions   : Dimensions of the element.
# Units        : Unit property of the element.
# Minimum      : Minimum value of the element.
# Maximum      : Maximum value of the element.
```

### Step 1. Instantiate the model builder class

You can instantiate the model builder class with a profile name.

Make sure the current directory is writable because this example will be creating files.

```
[stat, fa] = fileattrib(pwd);
if ~fa.UserWrite
    disp('This script must be run in a writable directory');
    return;
end
% Name of the model to build.
modelName = 'scExampleModelBuider';
% Name of the profile.
profile = 'UAVComponent';
% Name of the source file to read architecture information.
architectureFileName = 'Architecture.xlsx';

% Instantiate the ModelBuilder
builder = systemcomposer.io.ModelBuilder(profile);
```

### Step 2. Build Interface Data Definitions.

Reading the information in external source file DataDefinitions.xlsx, we build the interface data model.

Create MATLAB tables from source Excel file.

```

opts = detectImportOptions('DataDefinitions.xlsx');
opts.DataRange = 'A2'; % force readtable to start reading from the second row.
definitionContents = readtable('DataDefinitions.xlsx', opts);

% systemcomposer.io.IdService class generates unique ID for a
% given key
idService = systemcomposer.io.IdService();

for rowItr =1:numel(definitionContents(:,1))
    parentInterface = definitionContents.Parent{rowItr};
    if isempty(parentInterface)
        % In case of interfaces adding the interface name to model builder.
        interfaceName = definitionContents.Name{rowItr};
        % Get unique interface ID. getID(container,key) generates
        % or returns(if key is already present) same value for input key
        % within the container.
        interfaceID = idService.getID('interfaces',interfaceName);
        % Builder utility function to add interface to data
        % dictionary.
        builder.addInterface(interfaceName,interfaceID);
    else
        % In case of element read element properties and add the element to
        % parent interface.
        elementName = definitionContents.Name{rowItr};
        interfaceID = idService.getID('interfaces',parentInterface);
        % ElementID is unique within a interface.
        % Appending 'E' at start of ID for uniformity. The generated ID for
        % input element is unique within parent interface name as container.
        elemID = idService.getID(parentInterface,elementName,'E');
        % Datatype, dimensions, units, minimum and maximum properties of
        % element.
        datatype = definitionContents.DataType{rowItr};
        dimensions = string(definitionContents.Dimensions(rowItr));
        units = definitionContents.Units(rowItr);
        % Make sure that input to builder utility function is always a
        % string.
        if ~ischar(units)
            units = '';
        end
        minimum = definitionContents.Minimum{rowItr};
        maximum = definitionContents.Maximum{rowItr};
        % Builder function to add element with properties in interface.
        builder.addElementInInterface(elementName, elemID, interfaceID, datatype, dimensions, un...
    end
end

```

### Step 3. Build Architecture Specifications.

Architecture specifications de Create MATLAB tables from source Excel file.

```

excelContents = readtable(architectureFileName);
% Iterate over each row in table.
for rowItr =1:numel(excelContents(:,1))
    % Read each row of the excel file and columns.
    class = excelContents.Class(rowItr);
    Parent = excelContents.Parent(rowItr);
    Name = excelContents.Element{rowItr};
    % Populating the contents of table using the builder.

```

```

if strcmp(class,'component')
    ID = idService.getID('comp',Name);
    % Root ID is by default set as zero.
    if strcmp(Parent,'scExampleSmallUAV')
        parentID = "0";
    else
        parentID = idService.getID('comp', Parent);
    end
    % Builder utility function to add component.
    builder.addComponent(Name,ID,parentID);
    % Reading the property values
    kind = excelContents.Kind{rowItr};
    domain = excelContents.Domain{rowItr};
    % *Builder to set stereotype and property values*
    builder.setComponentProperty(ID, 'StereotypeName', 'UAVComponent.PartDescriptor', 'ModelName');
else
    % In this example, concatenation of port name and parent component name
    % is used as key to generate unique IDs for ports.
    portID = idService.getID('port',strcat(Name,Parent));
    % For ports on root architecture. compID is assumed as "0".
    if strcmp(Parent,'scExampleSmallUAV')
        compID = "0";
    else
        compID = idService.getID('comp',Parent);
    end
    % Builder utility function to add port.
    builder.addPort(Name, class, portID, compID );

    % InterfaceName specifies the name of the interface linked to port.
    interfaceName = excelContents.InterfaceName{rowItr};

    % Get interface ID. getID() will return the same IDs already
    % generated while adding interface in Step 2.
    interfaceID = idService.getID('interfaces',interfaceName);
    % Builder to map interface to port.
    builder.addInterfaceToPort(interfaceID, portID);

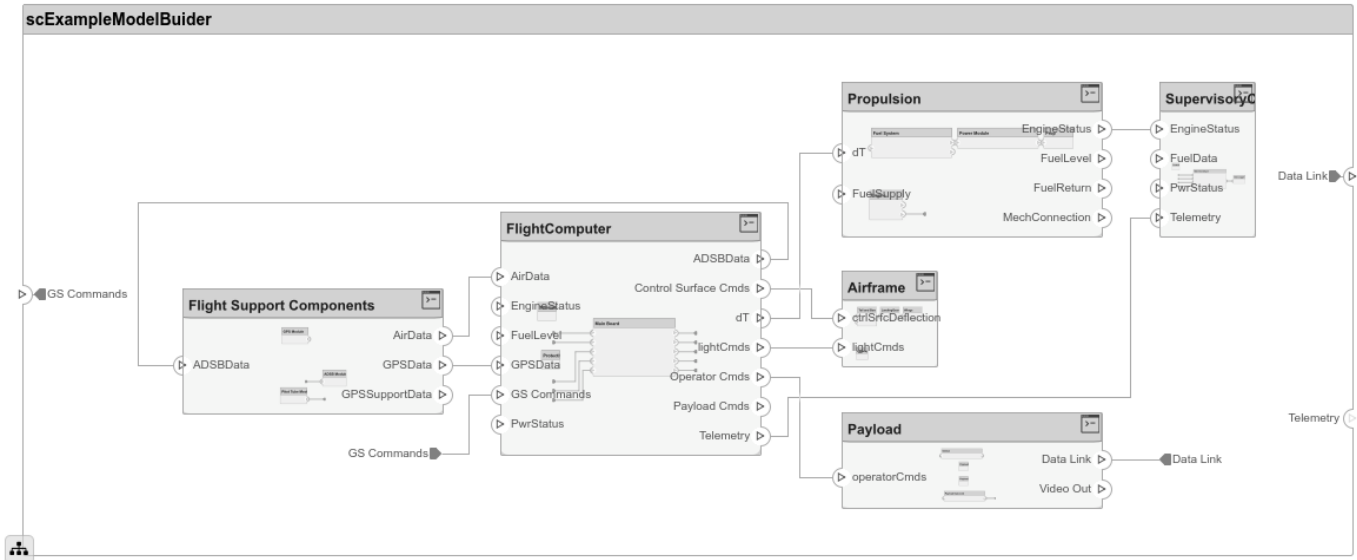
    % Reading the connectedTo information to build connections between
    % components.
    connectedTo = excelContents.ConnectedTo{rowItr};
    % connectedTo is in format -:
    % (DestinationComponentName::DestinationPortName).
    % For this example, considering the current port as source of the connection.
    if ~isempty(connectedTo)
        connID = idService.getID('connection',connectedTo);
        splits = split(connectedTo, '::');
        % Get the port ID of the connected port.
        % In this example, port ID is generated by concatenating
        % port name and parent component name. If port id is already
        % generated getID() function returns the same id for input key.
        connectedPortID = idService.getID('port',strcat(splits(2),splits(1)));
        % Using builder to populate connection table.
        sourcePortID = portID;
        destPortID = connectedPortID;
        % Builder to add connections.
        builder.addConnection(connectedTo,connID,sourcePortID,destPortID);
    end
end

```

```
end
end
```

**Step 3. Builder build method imports model from populated tables.**

```
[model, importReport] = builder.build(modelName);
```



**Close Model**

```
bdclose(modelName);
```

**See Also**

**Topics**

“Import and Export Architecture Models”

**Introduced in R2019b**

# systemcomposer.profile.Profile

Class that represents a profile

## Description

The Profile class represents architecture profiles.

## Creation

```
profile = systemcomposer.profile.Profile.createProfile(profileName);
```

## Properties

### Name — Name of profile

character vector

Name of profile, returned as a character vector.

Data Types: char

### Description — Description text for profile

character vector

Description text for profile, returned as a character vector.

Data Types: char

## Object Functions

createProfile	Create profile
addStereotype	Add stereotype to profile
getStereotype	Find stereotype in profile by name
getDefaultStereotype	Get default stereotype for profile
setDefaultStereotype	Set default stereotype for profile
find	Find profile by name
open	Open profile
load	Load profile from file
save	Save profile as file
close	Close profile
closeAll	Close all open profiles
destroy	Remove and destroy model element

## See Also

loadProfile | systemcomposer.profile.Stereotype

## Topics

“Define Profiles and Stereotypes”

**Introduced in R2019a**

# systemcomposer.profile.Property

Class that represents a property

## Description

The Property class represents properties in a stereotype.

## Creation

`addProperty(stereotype,AttributeName,AttributeValue)`

## Properties

### Name — Name of property

character vector

Name of property, returned as a character vector.

Data Types: char

### Type — Property data type

character vector

Property data type, returned as a character array with a valid data type.

Data Types: char

### Dimensions — Dimensions of property

positive integer array

Dimensions of property, returned as a positive integer array.

Data Types: double

### Min — Minimum value

numeric

Minimum value, returned as a numeric value.

Data Types: double

### Max — Maximum value

numeric

Maximum value, returned as a numeric value.

Data Types: double

### Units — Property units

character vector

Property units, returned as a character vector.

Data Types: char

### **Object Functions**

destroy Remove and destroy model element

### **See Also**

addProperty | removeProperty | systemcomposer.profile.Profile |  
systemcomposer.profile.Stereotype

### **Topics**

“Define Profiles and Stereotypes”

**Introduced in R2019a**



# systemcomposer.profile.Stereotype

Class that represents a stereotype

## Description

The Stereotype class represents architecture stereotypes in a profile.

## Creation

`addStereotype(profile, name, type)`

## Properties

### Name — Name of stereotype

character vector

Name of stereotype, returned as a character vector.

Data Types: char

### Description — Description text for stereotype

character vector

Description text for stereotype, returned as a character vector.

Data Types: char

### Icon — Icon for stereotype

character vector

Icon for stereotype, returned as a character vector.

Data Types: char

### Parent — Stereotype from which stereotype inherits properties

stereotype object

Stereotype from which stereotype inherits properties, returned as a `systemcomposer.profile.Stereotype` object.

### AppliesTo — Element type to which stereotype can be applied

'Component' | 'Port' | 'Connector' | 'Interface'

Element type to which stereotype can be applied, returned as a character vector of the following options: 'Component', 'Port', 'Connector', or 'Interface'.

Data Types: char

### Abstract — Whether stereotype is abstract

true or 1 | false or 0

Whether stereotype is abstract, returned as a logical of numeric 1 (`true`) or 0(`false`). If `true`, then stereotype cannot be directly applied on model elements, but instead serves as a parent for other stereotypes.

Data Types: `logical`

### **Object Functions**

<code>addProperty</code>	Define a custom property for a stereotype
<code>removeProperty</code>	Remove property from stereotype
<code>find</code>	Find stereotype by name
<code>setDefaultComponentStereotype</code>	Set default stereotype for components
<code>setDefaultConnectorStereotype</code>	Set default stereotype for connectors
<code>setDefaultPortStereotype</code>	Set default stereotype for ports
<code>destroy</code>	Remove and destroy model element

### **See Also**

`addStereotype` | `getStereotype` | `removeStereotype` | `systemcomposer.profile.Profile`

### **Topics**

“Define Profiles and Stereotypes”

**Introduced in R2019a**

# systemcomposer.query.Constraint

Represent query constraint

## Description

The `systemcomposer.query.Constraint` class is a base class for all System Composer query constraints.

## Object Functions

<code>HasStereotype</code>	Create query to select architecture elements with stereotype based on specified sub-constraint
<code>Property</code>	Create query to select non-evaluated values for properties or stereotype properties for objects based on specified property name
<code>PropertyValue</code>	Create query to select property from object or stereotype property and then evaluate property value
<code>HasPort</code>	Create query to select architecture elements with port on component based on specified sub-constraint
<code>HasInterface</code>	Create query to select architecture elements with interface on port based on specified sub-constraint
<code>HasInterfaceElement</code>	Create query to select architecture elements with interface element on interface based on specified sub-constraint
<code>IsInRange</code>	Create query to select a range of property values
<code>AnyComponent</code>	Create query to select all components in model
<code>IsStereotypeDerivedFrom</code>	Create query to select stereotype derived from a fully qualified name

## See Also

`createViewArchitecture | find`

## Topics

“Creating Architectural Views Programmatically”

**Introduced in R2019b**

# systemcomposer.view.BaseViewComponent

Base class for view components

## Description

This class inherits from `systemcomposer.view.ViewElement` and implements the interface `systemcomposer.base.BaseComponent`.

## Properties

### Name — Name of view component

character vector

Name of view component, returned as a character vector.

Example: `name = get(objBaseViewComponent, 'Name')`

Example: `set(objBaseViewComponent, 'Name', name)`

### Parent — Handle to parent view architecture of component

view architecture object

Handle to the parent view architecture of component, returned as a `systemcomposer.view.ViewArchitecture` object.

Example: `parent = get(objBaseViewComponent, 'Parent')`

### Architecture — Handle to view architecture of component

view architecture object

Handle to the view architecture of component, returned as a `systemcomposer.view.ViewArchitecture` object.

Example: `viewArch = get(objBaseViewComponent, 'ViewArchitecture')`

## See Also

`systemcomposer.view.ComponentOccurrence` | `systemcomposer.view.ViewArchitecture` | `systemcomposer.view.ViewComponent` | `systemcomposer.view.ViewElement`

## Topics

“Create Architecture Views Interactively”

“Creating Architectural Views Programmatically”

**Introduced in R2019b**

# systemcomposer.view.ComponentOccurrence

Shadow of component from composition in view

## Description

This class inherits from `systemcomposer.view.BaseViewComponent`.

## Properties

### Component — Handle to composition

base component object

Handle to composition component of this occurrence, returned as a `systemcomposer.arch.BaseComponent` object.

Example: `handle = get(object, 'Component')`

## See Also

`systemcomposer.view.BaseViewComponent` | `systemcomposer.view.ViewArchitecture` | `systemcomposer.view.ViewComponent` | `systemcomposer.view.ViewElement`

## Topics

“Create Architecture Views Interactively”

“Creating Architectural Views Programmatically”

**Introduced in R2019b**

## systemcomposer.view.ViewArchitecture

View components in architecture view

### Description

A view architecture describes a set of view components that make up a view. This class inherits from the `systemcomposer.view.ViewElement` class and implements the `systemcomposer.base.BaseArchitecture` interface.

### Properties

#### Name — Name of architecture

character vector

Name of architecture derived from the parent component or model name to which the architecture belongs, returned as a character vector.

Example: `name = get(objViewArchitecture, 'Name')`

Data Types: `char`

#### IncludeReferenceModels — Control inclusion of referenced models

`true` or `1` | `false` or `0`

Control inclusion of referenced models, returned as a numeric or logical with values `1` (`true`) or `0` (`false`).

Example: `included = get(objViewArchitecture, 'IncludeReferenceModels')`

Data Types: `logical`

#### Color — Color of view architecture

character vector

Color of view architecture, returned as a character vector as a name `'blue'`, `'black'`, or `'green'` or as a RGB value encoded in a hexadecimal string `'#FF00FF'` or `'#DDDDDD'`. An invalid color string results in an error.

Example: `color = get(objViewArchitecture, 'Color')`

#### Description — Description of view architecture

character vector

Description of view architecture, returned as a character vector.

Example: `description = get(objViewArchitecture, 'Description')`

Example: `set(objViewArchitecture, 'Description', description)`

Data Types: `char`

#### Parent — Component that owns view architecture

base view component object

Component that owns view architecture, returned as a `systemcomposer.view.BaseViewComponent` object. For a root view architecture, returns an empty handle.

Example: `parentComponent = get(objViewArchitecture, 'Parent')`

### **Components – Array of handles to child components**

array of base view component objects

Array of handles to the set of child components of this view architecture, returned as an array of `systemcomposer.view.BaseViewComponent` objects.

Example: `childComponents = get(objViewArchitecture, 'Components')`

### **Methods**

<code>addComponent</code>	Add component to view given path
<code>removeComponent</code>	Remove component from view
<code>createViewComponent</code>	Create new view component

### **See Also**

`systemcomposer.view.BaseViewComponent` | `systemcomposer.view.ComponentOccurrence`  
| `systemcomposer.view.ViewComponent` | `systemcomposer.view.ViewElement`

### **Topics**

“Create Architecture Views Interactively”

“Creating Architectural Views Programmatically”

### **Introduced in R2019b**

## **systemcomposer.view.ViewComponent**

View component within architecture view

### **Description**

A view component is a component that exist only in the view it is created in. These components do not exist in the composition. This class inherits from `systemcomposer.view.BaseViewComponent`.

### **See Also**

`systemcomposer.view.BaseViewComponent` | `systemcomposer.view.ComponentOccurrence`  
| `systemcomposer.view.ViewArchitecture` | `systemcomposer.view.ViewElement`

### **Topics**

“Create Architecture Views Interactively”

“Creating Architectural Views Programmatically”

**Introduced in R2019b**



# systemcomposer.view.ViewElement

Base class of all view elements

## Description

Base class of all view elements. This class inherits from `systemcomposer.base.BaseElement`.

## Properties

### ZCIdentifier — Identifier of object

character vector

Gets the identifier of an object. Used by Simulink Requirements.

Example: `identifier = get(objViewElement, 'ZCIdentifier')`

Data Types: `char`

## See Also

`systemcomposer.view.BaseViewComponent` | `systemcomposer.view.ComponentOccurrence`  
| `systemcomposer.view.ViewArchitecture` | `systemcomposer.view.ViewComponent`

## Topics

“Create Architecture Views Interactively”

“Creating Architectural Views Programmatically”

**Introduced in R2009b**



# Blocks

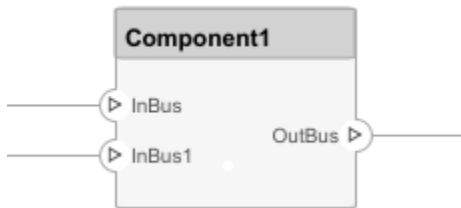
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# Component

Add component to an architecture model

## Description

Use a Component block to represent a structural or behavioral element at any level of an architecture model hierarchy. Add ports to the block for connecting to other components. Define an interface for the ports and add properties using stereotypes.



## Ports

### Input Port

**Source — Provide connection from another component**

### Output Port

**Destination — Provide connection to another component**

## See Also

### Blocks

Adapter | Reference Component | Variant Component

### Topics

“Implement Components in Simulink”

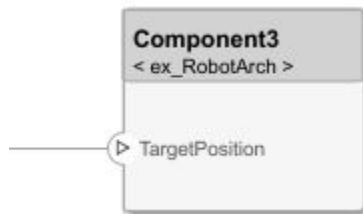
**Introduced in R2019a**

# Reference Component

Link to an architectural definition or Simulink behavior

## Description

Use a Reference Component block to link an architectural definition of a component or a Simulink behavior.



## Ports

### Input Port

**Source** — Provide connection from another component

### Output Port

**Destination** — Provide connection to another component

## See Also

### Blocks

Adapter | Component | Variant Component

### Topics

“Implement Components in Simulink”

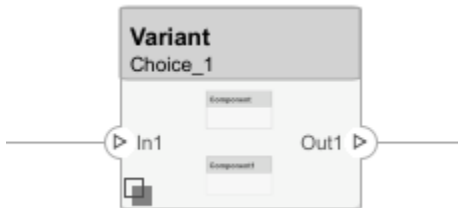
**Introduced in R2019a**

## Variant Component

Add components with alternative designs

### Description

Use a Variant Component block to create multiple design alternatives for a component.



### Ports

#### Input Port

**Source** — Provide connection from another component

#### Output Port

**Destination** — Provide connection to another component

### See Also

#### Blocks

Adapter | Component | Reference Component | Subsystem

#### Topics

“Decompose and Reuse Components”

**Introduced in R2019a**

# Adapter

Connect components with different interfaces

## Description

The Adapter block allows you to adapt dissimilar interfaces. Connect the source and destination ports of components that have different interface definitions.



## Limitations

- When used for structural interface adaptations, the Adapter block uses bus element ports internally and, subsequently, only supports virtual buses.

## Ports

### Input Port

**Source — Provide connection from a component**

### Output Port

**Destination — Provide connection to a component**

## See Also

### Blocks

Component | Reference Component | Variant Component

### Topics

“Assign Interfaces to Ports”

“Interface Adapter”

**Introduced in R2019a**

## Sequence Viewer

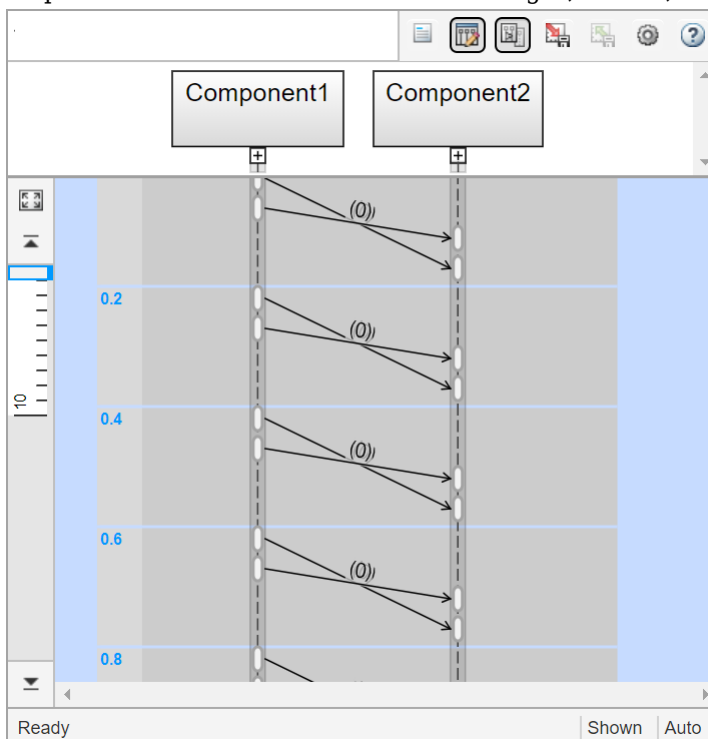
Visualize messages, events, states, transitions, and functions

### Description

The Sequence Viewer visualizes message flow, function calls, and state transitions.

Use the Sequence Viewer to see the interchange of messages, events, function calls in Simulink behavior models in System Composer and between Stateflow® charts in Simulink models.

In the Sequence Viewer window, you can view event data related to Stateflow chart execution and the exchange of messages between Stateflow charts. The Sequence Viewer window shows messages as they are created, sent, forwarded, received, and destroyed at different times during model execution. The Sequence Viewer window also displays state activity, transitions, and function calls to Stateflow graphical functions, Simulink functions, and MATLAB functions. For more information, see “Use the Sequence Viewer Block to Visualize Messages, Events, and Entities”.



### Open the Sequence Viewer

- Simulink Toolstrip: On the **Simulation** tab, in the **Review Results** section, click **Sequence Viewer**.

### Examples



## Using the Sequence Viewer Tool

- 1 To activate logging events, in the Simulink Toolstrip, under the **Simulation** tab, in the **Prepare** section, click **Log Events**.
  - 2 Simulate your model.
  - 3 To open the tool, in the Simulink Toolstrip, under the **Simulation** tab, in the **Review Results** section, click **Sequence Viewer**.
- “Use the Sequence Viewer Block to Visualize Messages, Events, and Entities”
  - “Simulink Messages Overview”

## Parameters

### Sequence Viewer Time Precision — Digits for time increment precision

3 (default) | scalar

Number of digits for time increment precision. When using a variable step solver, change this parameter to adjust the time precision for the sequence viewer. By default the block supports 3 digits of precision. Minimum and maximum precision are 1 and 16, respectively.

Suppose the block displays two events that occur at times 0.1215 and 0.1219. Displaying these two events precisely requires 4 digits of precision. If the precision is 3, then the block displays two events at time 0.121.

#### Programmatic Use

**Block Parameter:** SequenceViewerTimePrecision

**Type:** character vector

**Values:** '3' | scalar

**Default:** '3'

### Sequence Viewer History — Maximum number of previous events to display

1000 (default) | scalar

Total number of events before the last event to display. Minimum and maximum number of events are 0 and 25000, respectively.

For example, if **History** is 5 and there are 10 events in your simulation, then the block displays 6 events, including the last event and the five events prior the last event. Earlier events are not displayed. The time ruler is greyed to indicate the time between the beginning of the simulation and the time of the first displayed event.

Each send, receive, drop, or function call event is counted as one event, even if they occur at the same simulation time.

#### Programmatic Use

**Block Parameter:** SequenceViewerHistory

**Type:** character vector

**Values:** '1000' | scalar

**Default:** '1000'

## **See Also**

### **Topics**

*“Use the Sequence Viewer Block to Visualize Messages, Events, and Entities”*

*“Simulink Messages Overview”*

**Introduced in R2020b**