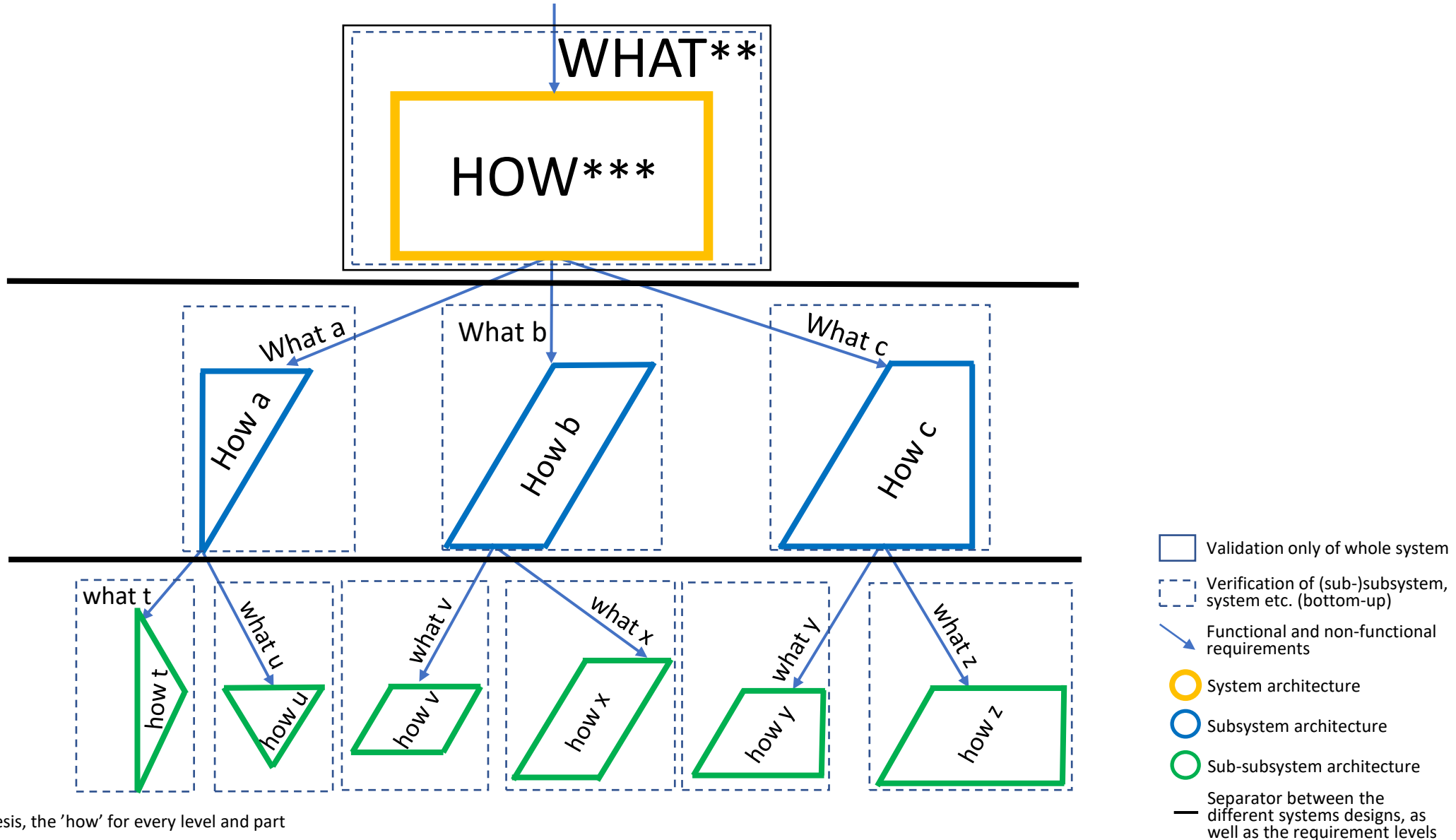


Systems design* is always top-down



*Systems design is always a new hypothesis, the 'how' for every level and part

**what – the requirements on the system or (sub-)subsystem. etc

***how - systems design (solution, break-down, systemization) of requirements (what) that may need iterations and mockups since it is only a hypothesis, that in turn gives new requirements on the respective (sub-)subsystems, as well as general requirements regarding communication protocols, including authentication, authorization, etc., between the (sub-)subsystems