A system is an organized set of objects which process inputs into outputs that achieve an organizational purpose and meet the need of customers through the use of human, physical, and informatic enablers in a sociological and physical environment (adapted from Nadler 1981; Checkland 1981). It is architectured as a set of nine interlinked classes of objects:

1. *customers* - those benefiting from the system (or otherwise affected by it);
2. *goals* - aims, purposes or central meaning of the system and the organizations;
3. *inputs* - physical, human, financial, or information entities to be processed by the system;
4. *outputs* - physical, informational or human entities after processing by the system;
5. *processes* - transformations for obtaining outputs from inputs;
6. *human enablers* - human resources owning and/or operating the system;
7. *physical enablers* - physical resources which aid in operating the system;
8. *informatic enablers* - information and knowledge resources supporting the system; and
9. *environment* - physical, economic, technological, social, ecological or legal factors influencing the system.