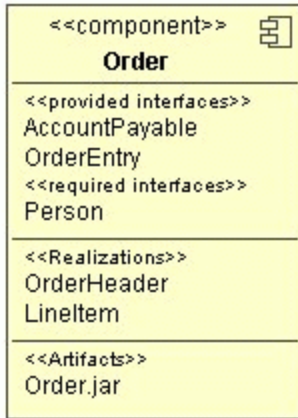# Component

A Component represents all kinds of elements that make up the system. A Component can always be considered as an autonomous unit within a system or subsystem. It is a module having the following features:

- A Component is a replaceable and independent part of the system performing a specific action.
- A Component acts in a context of a well-defined architecture.
- Components interact among each other using Interfaces.

Components provides compartments for listing its provided and required Interfaces, realizations, and artifacts.

A Component can be specified by changing its property values in the Component Specification window. Each property is described in the description area on this window.

To show/hide the interfaces, realizations, and artifacts on the Component's shape, do one of the following

- On the diagram, right-click the Component's shape and then from the shortcut menu, select **Symbol Properties**. In the **Symbol Properties** dialog, set the **Suppress Interfaces**, **Suppress Realizations**, or **Suppress Artifacts** property values to *true* or *false*.
- On the diagram, click the Component's shape and then click the Compartments button ☐. Then in the menu, click to select or clear the **Interfaces**, **Realizations**, or **Artifacts** check box.