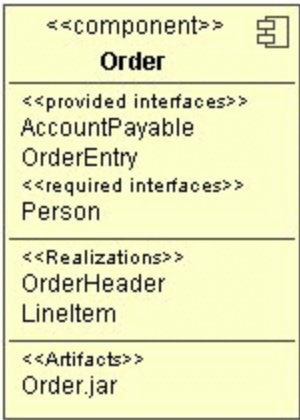


# Component

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 **Sym** **bol 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.

## Related Pages

- [Model Elements](#)
- [Class diagrams](#)
- [Use Case diagram](#)
- [Sequence diagram](#)
- [Activity diagram](#)
- [Component diagram](#)