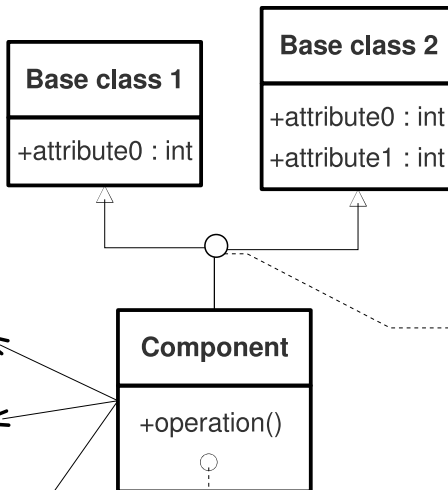


```
template <> struct Traits<Component>
{
    static const bool feature_1 = true;
    static const bool feature_2 = false;
    ...
    static const bool feature_n = true;
};
```



```
public Component :
    public sc_module,
    public
    IF<Traits<Component>::feature_n,
        Base_Class_1,
        Base_Class_2>::Result
    {
        ...
    };
```

```
void operation(){
    ...
    if (Traits<Component>::feature_1) {
        ...
    }
    ...
}
```

```
// IF metaprogram
template<bool condition, typename Then, typename Else>
struct IF
{ typedef Then Result; };

template<typename Then, typename Else>
struct IF<false, Then, Else>
{ typedef Else Result; };
```