



Figure 9.6 Four layer architecture showing packages and dependencies

components and their dependencies. The *components* of a system often correspond to packages, but this is not necessarily the case, as components represent physical software files and the packages identified in design are logical units. For a small system such as *Wheels*, the code for the whole system might be put in a single source file, or we might divide it into two subsystem files and a database file (see Figure 9.7). A component can represent a source, binary or executable file. Equally, it can represent a database file, a library file or a web page, etc.

Component diagrams also model the dependencies between components. A dependency between two components represents a usage relationship. In Figure 9.7 the component *Hiring.java*