# Software Engineering HW1

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Component definition:

Uniquely identifiable input, part, piece, assembly or subassembly, system or subsystem, that is required to complete or finish an activity, item, or job, performs a distinctive and necessary function in the operation of a system, or is intended to be included as a part of a finished, packaged, and labeled item. Components are usually removable in one piece and are considered indivisible for a particular purpose or use. Commonly, items of very small or insignificant cost are not considered components.  
Free Component Library:

Interaction of class libraries and widgetsets in Lazarus and Free Pascal

The Free Component Library, abbreviated FCL, is a software component library for Free Pascal.

The FCL consists of a collection of units that provide components and classes for general programming tasks. Although it is intended to be compatible with Delphi's Visual Component Library (VCL) the FCL is restricted to non-visual components. On the other hand its functionality partly exceeds that of the VCL.  
Component Item:

* The Link - Component Item, adds a shortcut to a named Component. The resultant target display page will replicate the Parameter settings of the original Component Menu Item, as defined in the Add Menu Item :: Component.
* The Link - Component Item is useful if you want a Component to appear in more than one Menu and simply want to change the Details settings for that Component whilst keeping the Parameter settings as defined in the original Menu Item.

One function that is added to the Details settings is the ability to open the new link in an alternative browser window.

* Component to Link: Select the Component, that a shortcut will be directed to, from the list of available Components. The list shows only those Components to which existing Menu Items have already been created.