Componentization Considerations	Subsystem File	Model File	Library File
File contents	A subsystem.	A system.	A collection of utility blocks that rarely change. A library can contain any type of block, including Subsystem and Model blocks that reference files.
Standalone behavior	Subsystem files cannot be compiled.	Model files support: • Simulation • Code generation • Initialization, reset, and termination dynamics	Library files cannot be compiled.
Behavior in parent model	• Referenced subsystems adapt to the context of their parent models, providing the same execution behavior as equivalent Subsystem blocks that do not reference subsystem files. • When you edit an instance of the referenced subsystem, the changes apply to the subsystem file. • Instances can show different compiled properties.	• Referenced models are fully encapsulated and are unaffected by the context of their parent models. • When you edit an instance of the referenced model, the changes apply to the model file. • When used multiple times in a model hierarchy, a model referenced in accelerator mode can improve simulation performance. • Instances show the same compiled properties.	• Linked blocks have the same behavior as their parent library blocks when the link is enabled. • To edit an instance of the block, you can disable the library link. • Instances can show different compiled properties.
File management	• You can manage subsystem files using a source control system.	• You can manage model files using a source control system. • You can protect the intellectual property of a model file.	• You can manage library files using a source control system. • Forwarding tables allow you to map old library blocks to new versions of these blocks.