

```

#include "BlinkComponent.hpp"
#include "Arp/Plc/Commons/Esm/ProgramComponentBase.hpp"
#include "BlinkLibrary.hpp"

namespace Blink
{

BlinkComponent::BlinkComponent(IApplication& application, const String& name)
: ComponentBase(application, ::Blink::BlinkLibrary::GetInstance(), name,
ComponentCategory::Custom)
, programProvider(*this)
, ProgramComponentBase(::Blink::BlinkLibrary::GetInstance().GetNamespace(),
programProvider)
{
}

void BlinkComponent::Initialize()
{
    // never remove next line
    ProgramComponentBase::Initialize();

    // subscribe events from the event system (Nm) here
}

void BlinkComponent::LoadConfig()
{
    // load project config here
}

void BlinkComponent::SetupConfig()
{
    // never remove next line
    ProgramComponentBase::SetupConfig();

    // setup project config here
}

void BlinkComponent::ResetConfig()
{
    // never remove next line
    ProgramComponentBase::ResetConfig();

    // implement this inverse to SetupConfig() and LoadConfig()
}

} // end of namespace Blink

```