

Analogous objects share an idea, a pattern, a regularity, an attribute, an effect or a function.

They also accepted that comparisons, metaphors and "images" (allegories) could be used as valid arguments, and sometimes they called them *analogies*.

<u><i>Name</i></u>	<u><i>Definition</i></u>
idea	The result of a cause
pattern	a role of a component in an assembly, or of an element
regularity	a specific thought which arises in the mind
attribute	the degree of differentiability
effect	a form, template, or model.
function	characteristic of an entity