GUI

P r e s e n t e r

Interface

Interface

View

Note: There may not be a single interface for the whole GUI but one for each view.

Note: The Presenters should be Observers. Other objects may be observers.

Next Layer Facade

Client Model Root

Observable

Client Model

Class 1

Class 2

Class 3

Note: You might consider implementing the "root" or outer-most containing class in the model as the observable.

Server Proxy

IServer

Client Facade

IClient

Note: The dashed lines from the Poller and ClientCommunicator to the ClientFacade indicate the execution of commands by the ClientCommunicator or the Poller and the commands execute operations in the ClientFacade.

Client Communicator

Poller

Note: We recommend that the server execute operations in the ClientFacade by using the Command pattern but this is not required.

```
                    ▲
                    │
                    │
                    ▼
        ┌───────────────────────┐
        │       Server          │
        │     Communicator      │
        └───────────────────────┘
                    ┊
                    ▼
┌─────────┐   ┌───────────┐   ┌───────────────────────┐   ┌─────────┐
│ IServer │◄──│  Server   │──►│    Client Proxy /     │──►│ IClient │
│         │   │  Facade   │   │    Command Manager    │   │         │
└─────────┘   └───────────┘   └───────────────────────┘   └─────────┘
                    │
                    ▼
            ┌───────────────┐
            │    Server     │
            │    Model      │
            │    Root       │
        ┌───┤               ├──────────┐
        │   └──────────┌──────────┐────┘
        │              │ Class 1  │
        │   Server Model└──────────┘
        │  ┌──────────┐    ┌──────────┐
        │  │ Class 2  │    │ Class 3  │
        │  └──────────┘    └──────────┘
        └──────────────────────────────┘
```