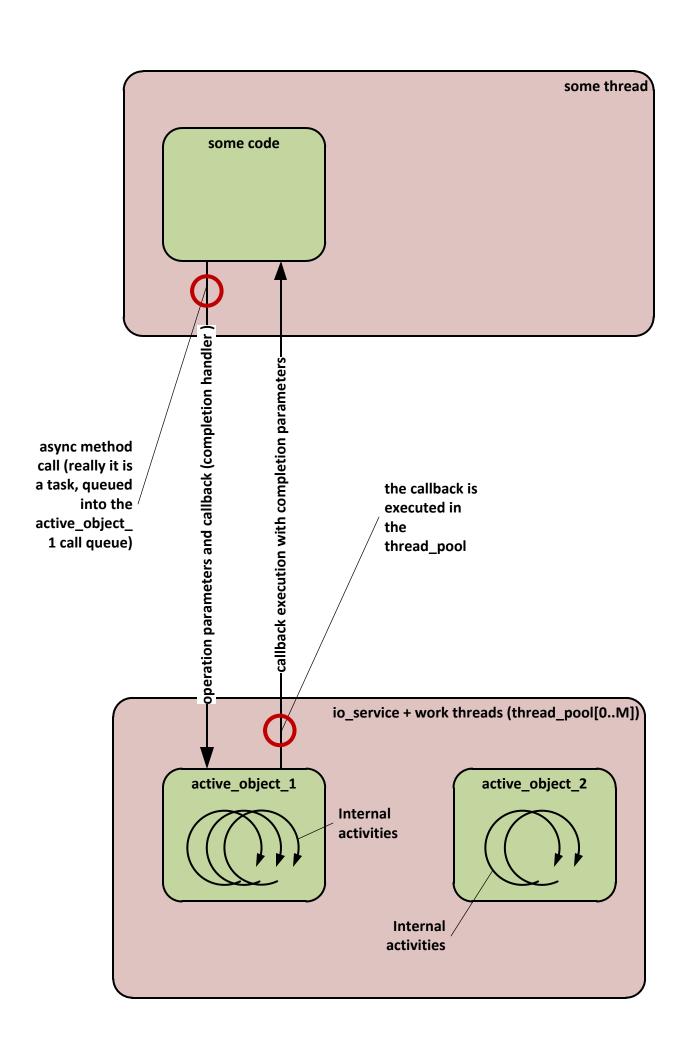
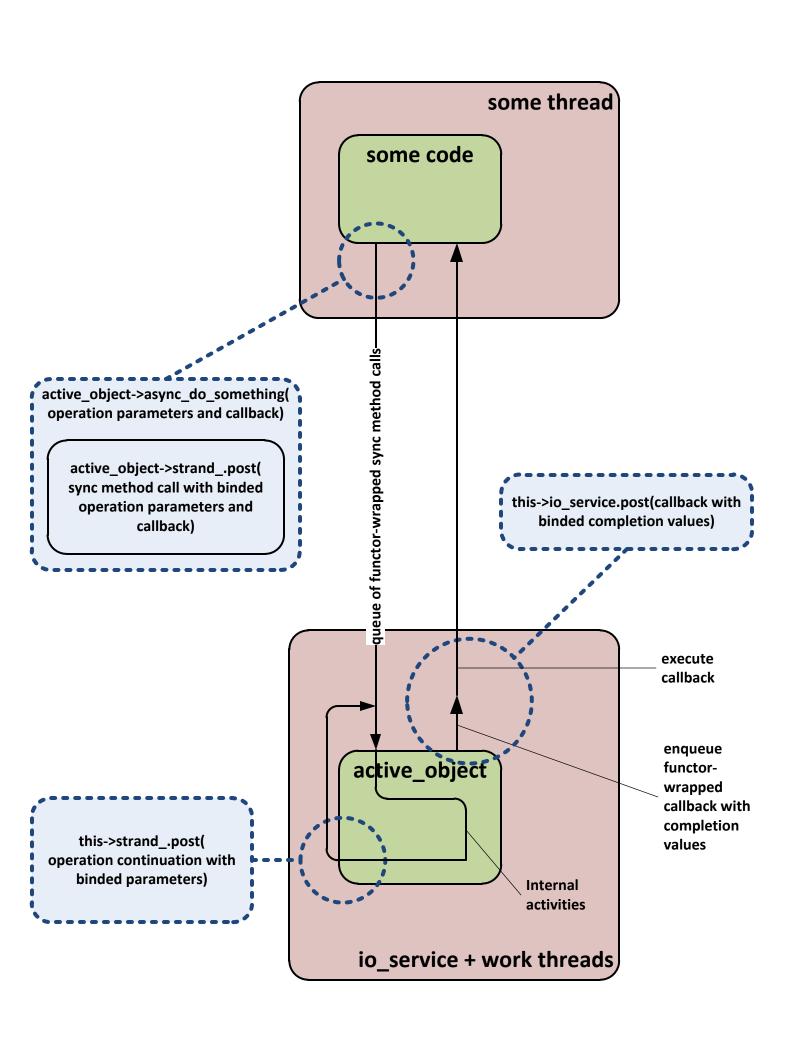
## **Application (process)** OS-related layer (GUI layer, NT service layer, etc.) Process main thread other code other code other code main() (application (application event (interactivity start/stop) processing) management, UI) Application management layer io\_service\_1 + work threads (thread\_pool\_1[0..M]) active\_object\_1\_1 active\_object\_1\_2 active\_object\_1\_3 (application lifetime other code other code (configuration (application-wide event controller) management) management) Business logic layer io\_service\_2 + work threads (thread\_pool\_2[0..N]) active\_object\_2\_1 active\_object\_2\_2 active\_object\_2\_m (business workflow (application event other code (business events processor) processor) log subsystem) Communication session management layer io\_service\_3 + work threads (thread\_pool\_3[0..P]) active\_object\_3\_1 active\_object\_3\_2 active\_object\_3\_n other code other code (HTTP client) (session manager) (chat room) Message parsing/serializing layer io\_service\_4 + work threads (thread\_pool\_4[0..R]) active\_object\_4\_p active\_object\_4\_1 active\_object\_4\_2 other code (database access (JABBER session) (HTTP session) session) **IO** layer active\_object\_5\_c active\_object\_5\_1 active\_object\_5\_2 (database other code (socket) (file) connection)





## State diagram for the simplest active object

