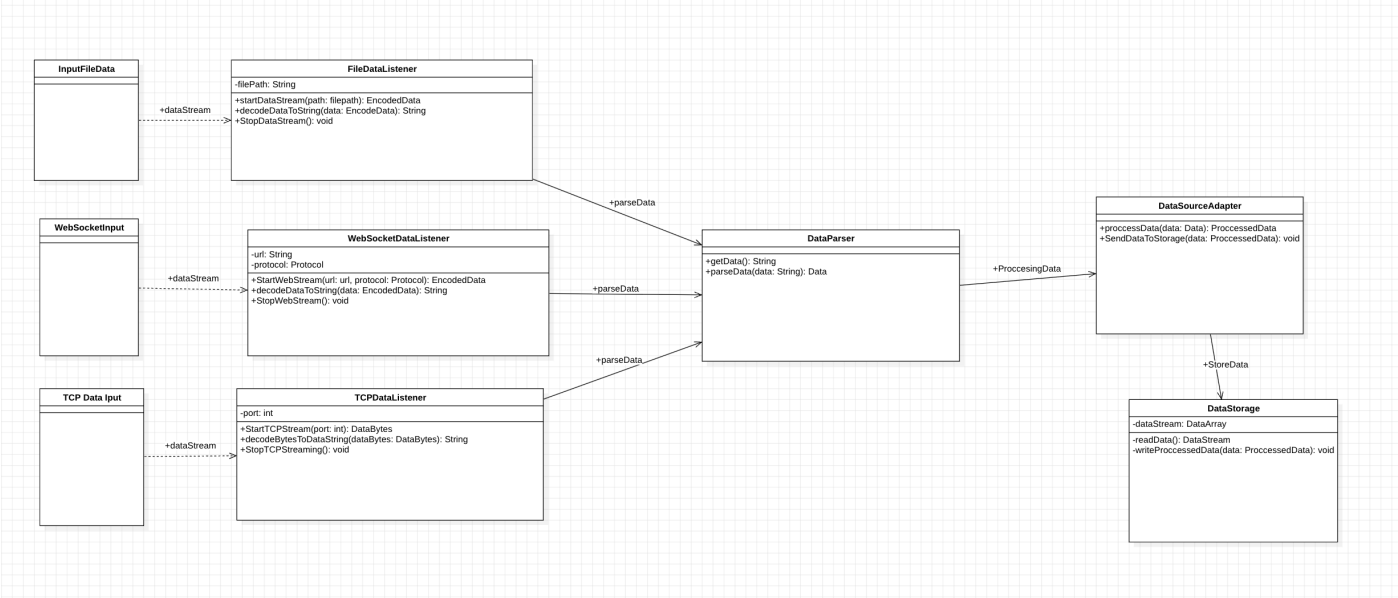

This diagram models the Data Access Layer, showing how raw signals from different sources are normalized and persisted:

1. Input Sources
    - InputFileData, WebSocketInput, and TCP Data Input represent three entry points. Each invokes its corresponding listener to begin streaming raw, encoded data.
2. Listeners
    - FileDataListener, WebSocketDataListener, and TCPDataListener each know how to start and stop their specific stream (from a filepath, WebSocket URL/protocol, or TCP port) and how to decode the incoming bytes into a String. They feed every decoded chunk into the next stage.
3. DataParser
    - Central parsing component that takes each raw string (parseData()) and transforms it into a structured Data object, exposing the parsed payload via getData().
4. DataSourceAdapter
    - Orchestrates end-to-end flow: it accepts parsed Data from the parser, further processes or enriches it (processData()), and then hands it off to storage via sendDataToStorage().
5. DataStorage
    - Final sink, responsible for persisting the processed data array. It exposes writeProcessedData() for writes and readData() for downstream consumers.