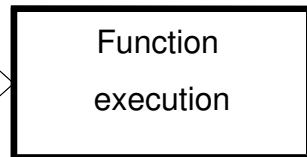
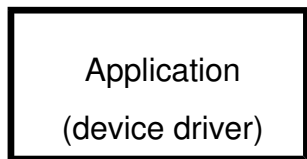
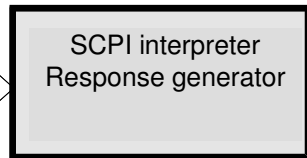
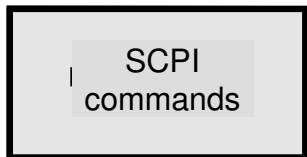


Controller

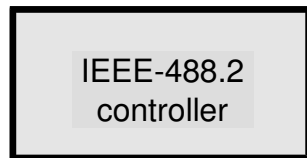
Device



Application



Standard messages



Message exchange protocol, Standard
data structures



Transmission of characters or bytes,
Handshake

Level 3

Level 3

Level 2

Level 2

Level 1

Level 1