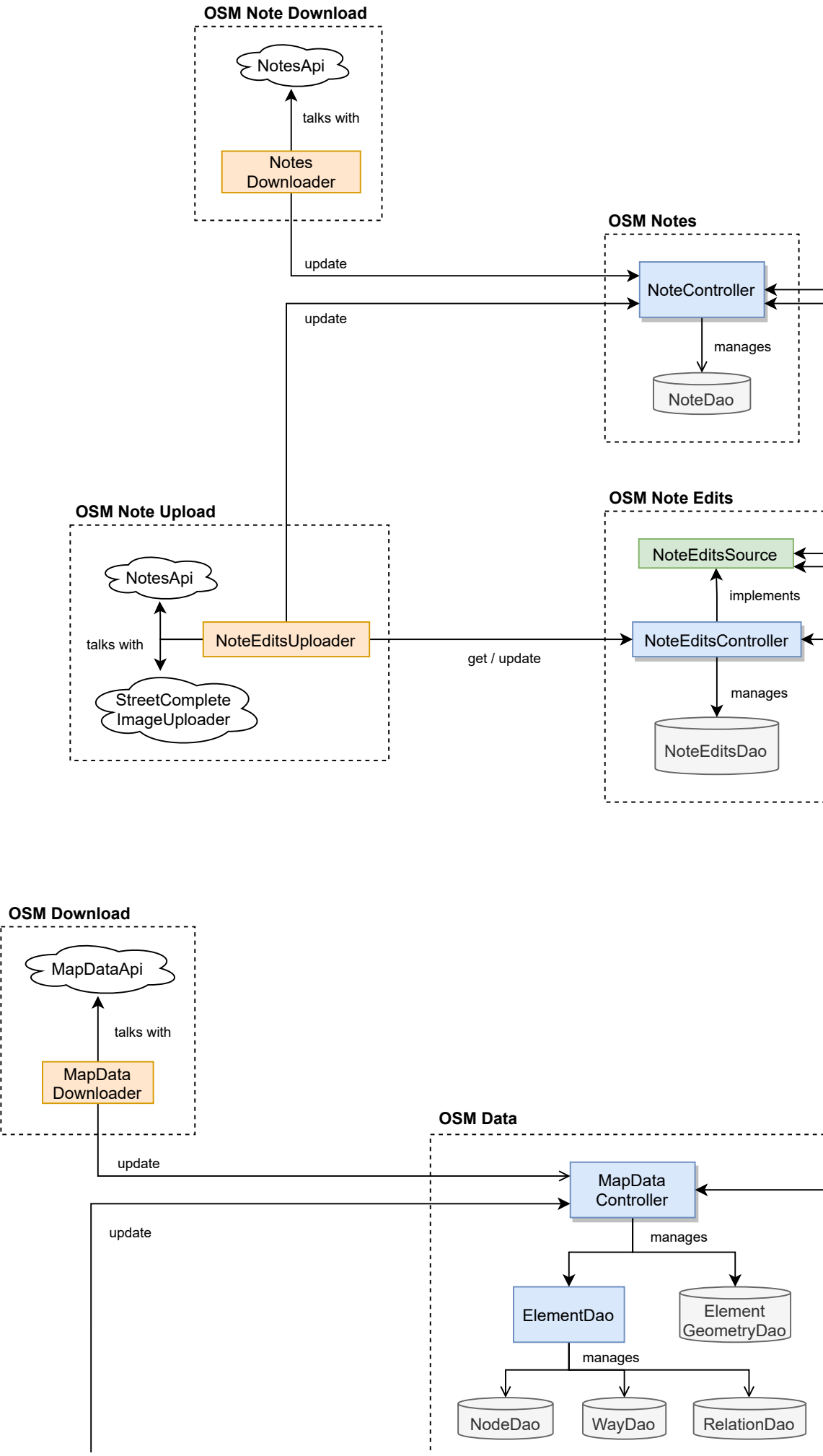
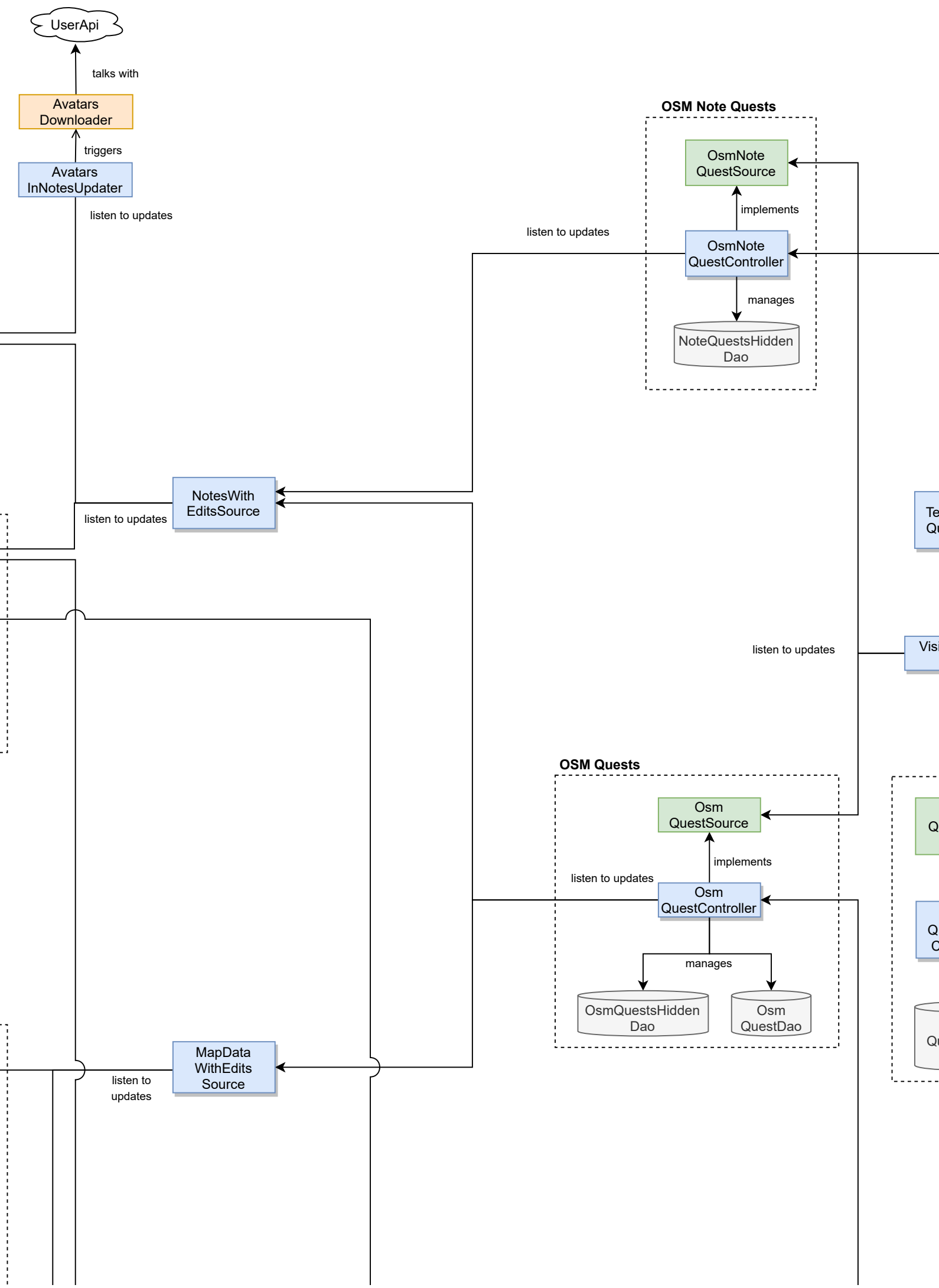
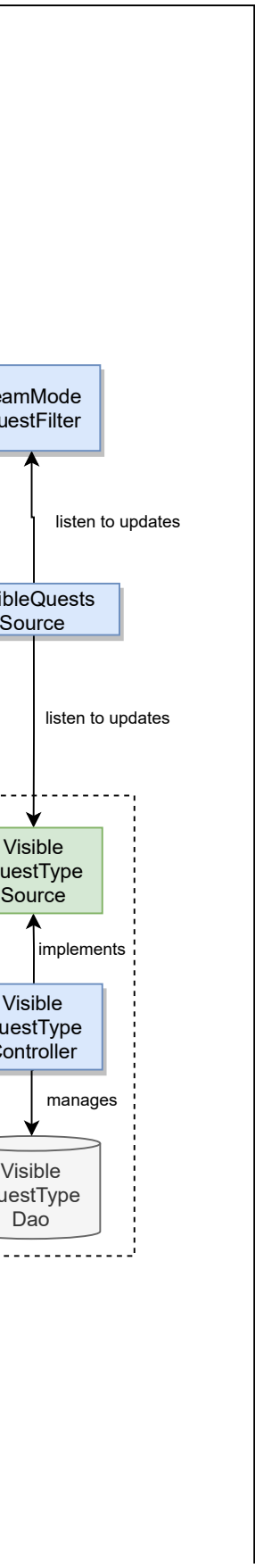


deletes data from
NoteController,
NoteEditsController,
MapDataController,
ElementEditsController,
AchievementsController

Arrows now shown







Legend

Data Management / Transformation

Manage access to persisted data; usually passive; May allow listeners to observe changes to the data managed or observe other data sources itself

Data Persistence

Persist data in a database or other persistent storage; usually simple CRUD data stores; usually only directly accessed by a presiding *Controller

Data source

Source of data, often allowing listeners to observe changes made on that data; usually interfaces implemented by *Controllers.

Actors

Classes that push/update data to *Controllers; or are in other forms "active"

Comms

Talks with some API over the Internet

