**librime**

**Framework**(ibus, weasel, …)

**Service**

**Engine**

**Frontend**: per-input-target object that interfaces with the operating system

**Session:**responds to queries from a pairing frontend

**UI**: shows ime status, context data, …

**Processors:**handle keyboard events

**Schema**:   
customizes an input method

**Settings**:   
global configuration

**Dictionaries:**generate candidates for a given segment

**Language Model**

**Vocabulary**

**Spelling Algebra:**  
maps spelling to syllable codes

**Bus**: inter-process communication

**Context**

Input / Segments

Composition / Cursor

Menu

*Notifiers*

**Rime** Architecture  
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Logic Infrastructure Data Interaction