Daemon Handler Server Process

6 } Handler
5
4
3 } Communicator
2
1 } Program.Main

2→4→5→3

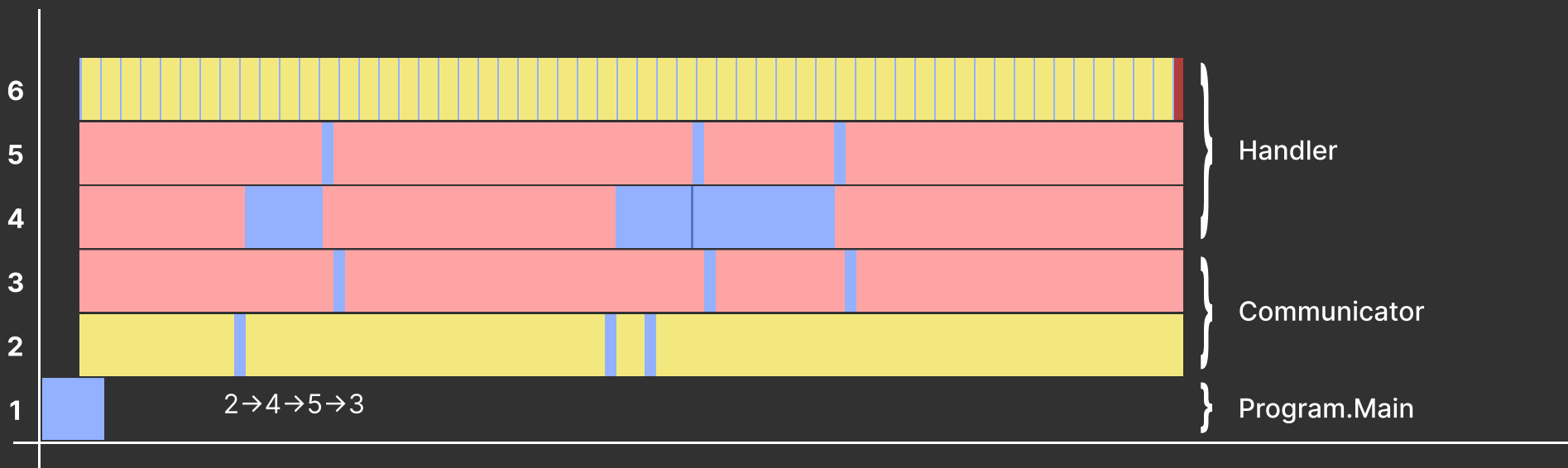**6** - monitoring parent process

5 - not really needed, but it is for better readability

4 - process commands (business logic)

3 - write (communicator)

2 - read (communicator)

1 - creates and runs DaemonHadler_Server

pink - thread is blocked

yellow - async

blue - some method is called now

red - parent process died / termination command

■ - handler   ■ - communicator   ■ - program

---

communicator

event Action<string>
MessageReceived

void
SendMessage

void
StartAsync

void
Dispose

handler

void
StartDaemon

void
StopDaemon

logic

event Action<UnifiedResponseFrom_Server>
SendResponse

void
ProcessCommand
(UnifiedCommandFrom_Client)

server business logic knows nothing about Handler nor Communicator