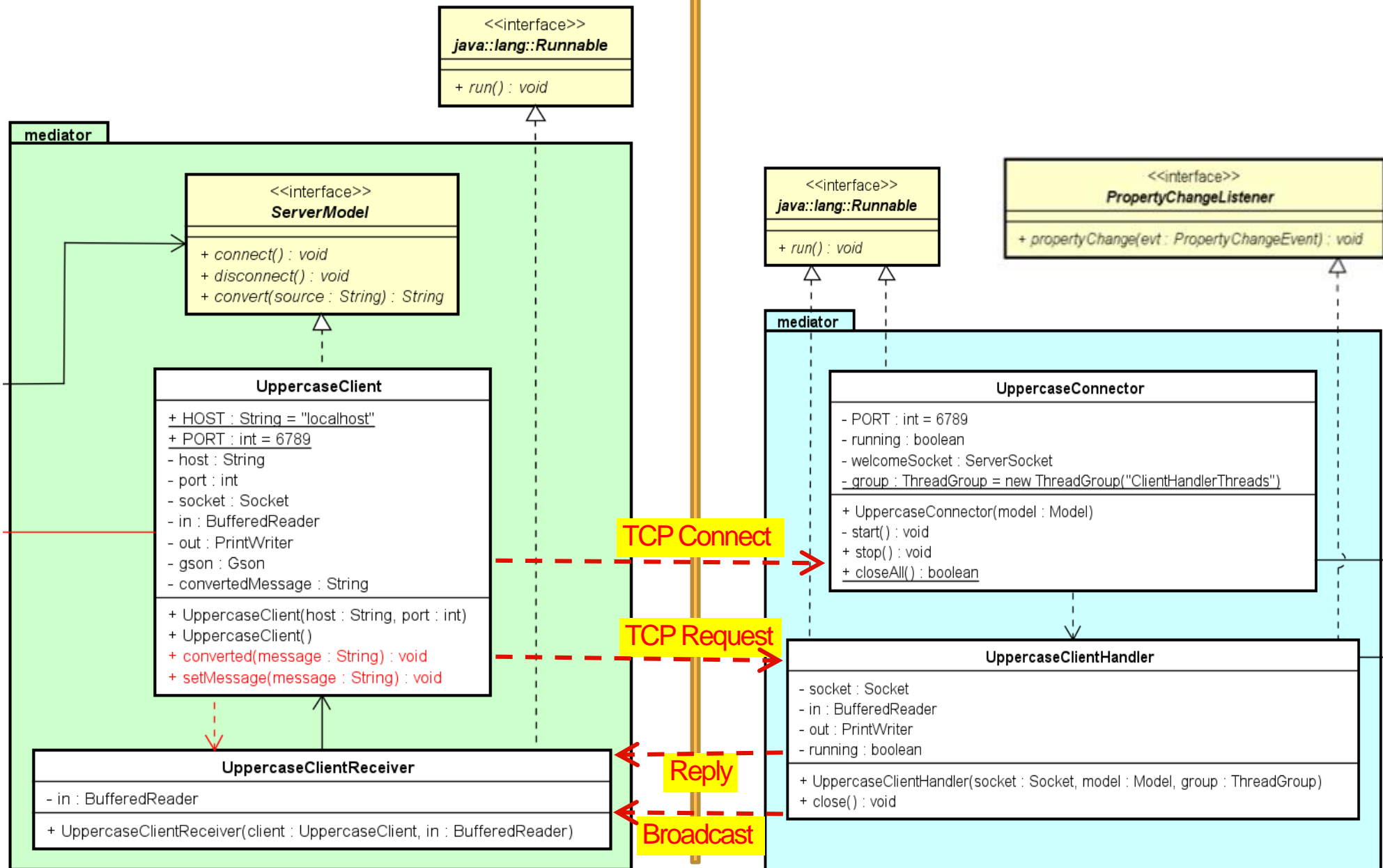


Client (MVVM)

Server (MVVM)



Client (MVVM) - sender and receiver

