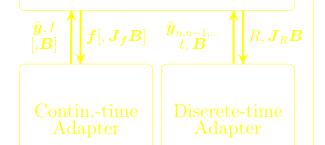
Application Code (owns mesh, physics, etc.)



 $egin{array}{cccc} oldsymbol{j}_{l} & oldsymbol{ ilde{y}}_{n,n-1,\dots} & oldsymbol{1}_{l} R, oldsymbol{J}_R oldsymbol{B} \end{array}$