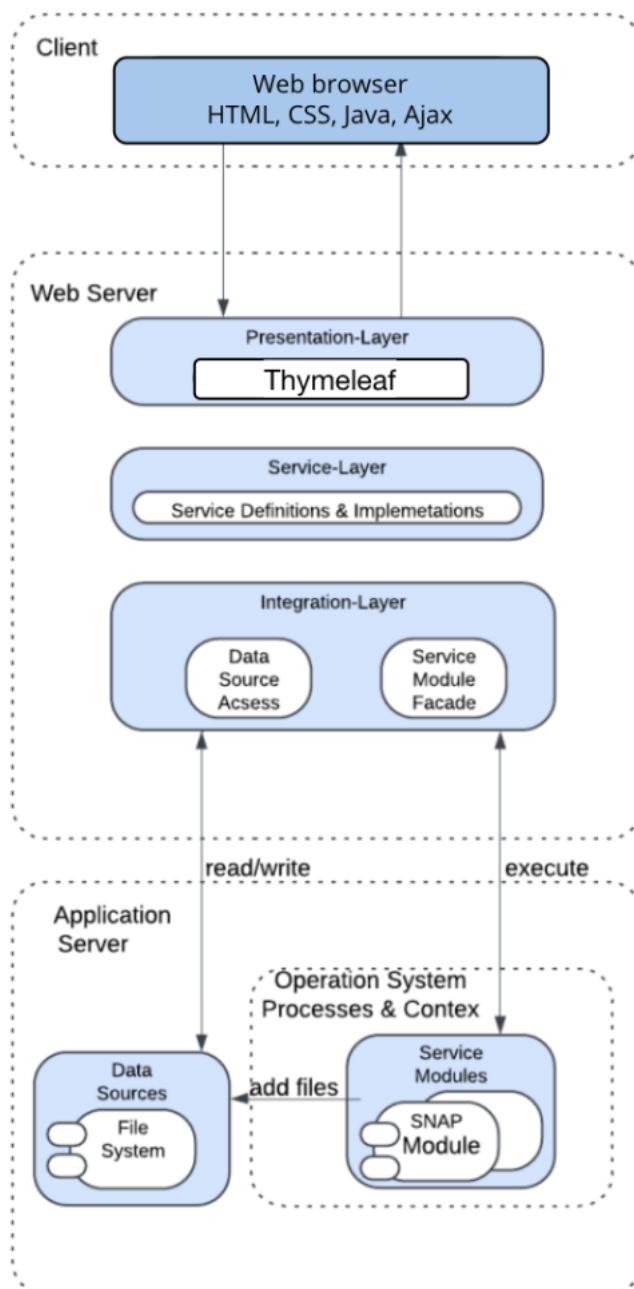


Execution architecture



The execution architecture represents the methods for distributing software functionalities across hardware resources by using tasks, priorities, and synchronization mechanisms based on events.

Components:

- GUI (Graphical User Interface)
- Service (Service Layer)

- Data (Data Layer)
- Stock Locator

Description of Interaction: The user uses the graphical user interface to initiate asynchronous calls to the service layer. The services process the requests by accessing the Stock Locator through a callback mechanism, while synchronous calls are used to retrieve data. At the same time, the Stock Locator directly accesses the data layer through synchronous communication to provide the necessary data.