

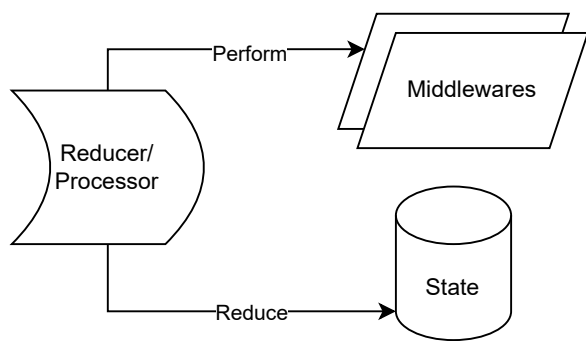
State Manager

Requires:

- Initial state

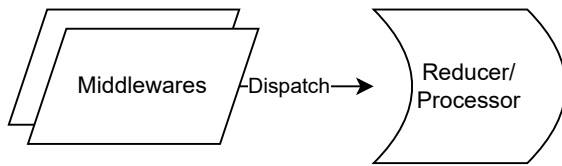
Can have:

- One or more middlewares
- One Reducer



Processor

Defines an Interface that can perform or reduce an Action

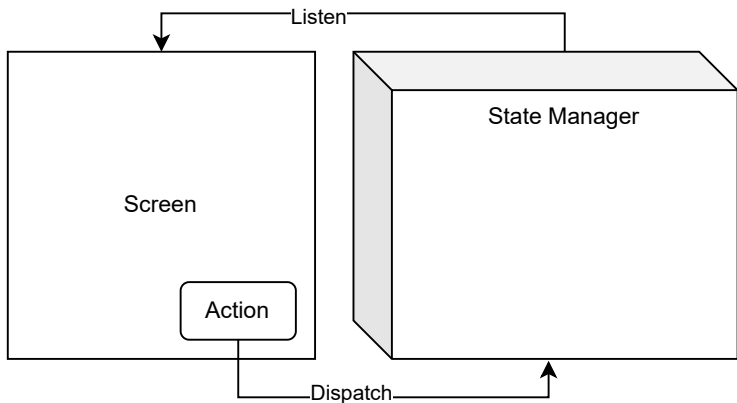


Middleware

Is used to perform the actions received base on the current status

Receives:

- The action
- The current state
- A processor



Screen

Defines a simple structure to implement an UI layer that reacts to State changes and have the ability to dispatch Actions