

# Button : Analysis (what is a button?)

An observable POJO

Button

- An Actor that *emits events* or *sends messages*
- An observable Actor that *send messages to registered entities*
- A *publisher* of information

Using

- Serial line
- TCP / UDP
- BTH
- MQTT
- ...

Button

BASIC DOMAIN  
'COMPONENTS'

Button

GOAL (non-functional requirement)

- Define reusable software 'components'
- A button as an IOT device

Use (or Inherits)?

ButtonMock

ButtonImplGui

ButtonImplGpio

ButtonImplArduino

All these entities must implement the same interface: **IButtonmpl**