

# PART 2

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# What is a UIS?

Every Application has 3 major components.

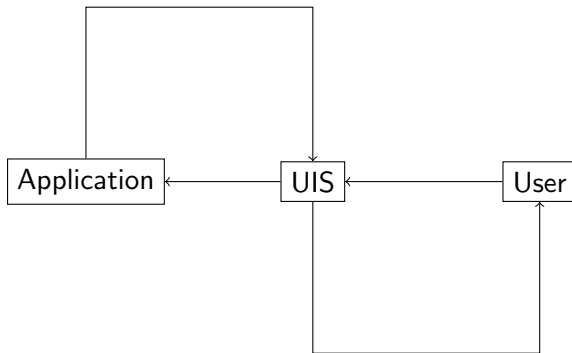
Application

UIS

User

# What is a UIS?

Every Application has 3 major components.



# Building Block of a UIS : Interactor

As we can see UIS is the component that communicates between the user end and the application end. Each UIS is basically a composition of a much smaller components.

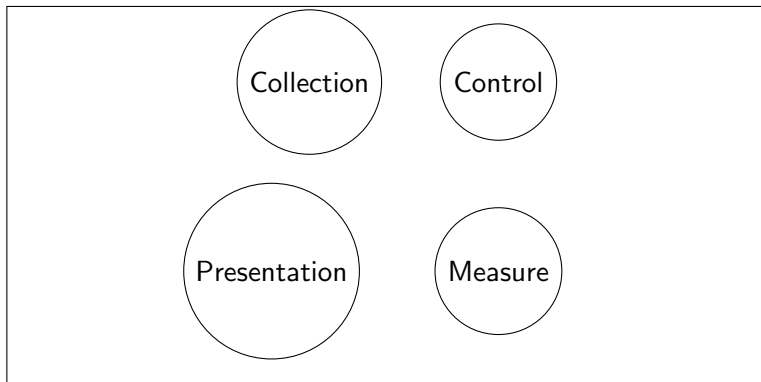
And we are calling it the '**Interactor**'

# Architectural Model of an Interactor

An Interactor consists of 4 architectural components.

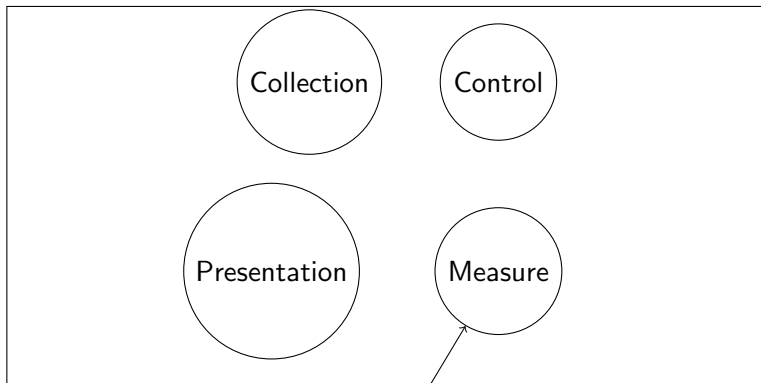
- Measure
- Control
- Collection
- Presentation

## Application Side



## User Side

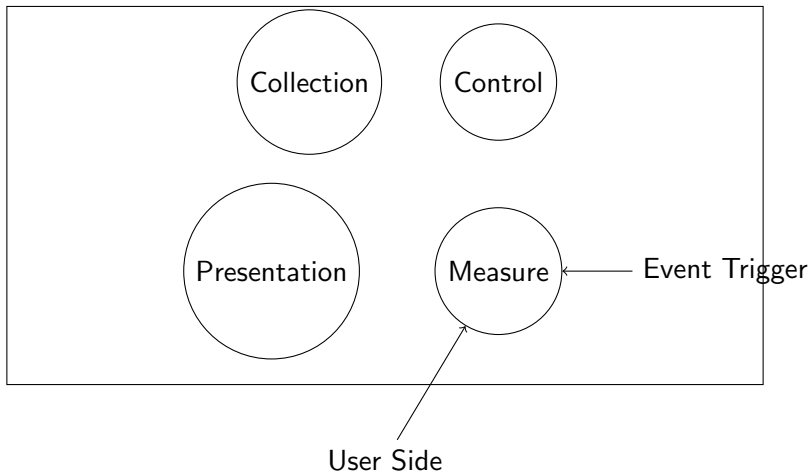
## Application Side



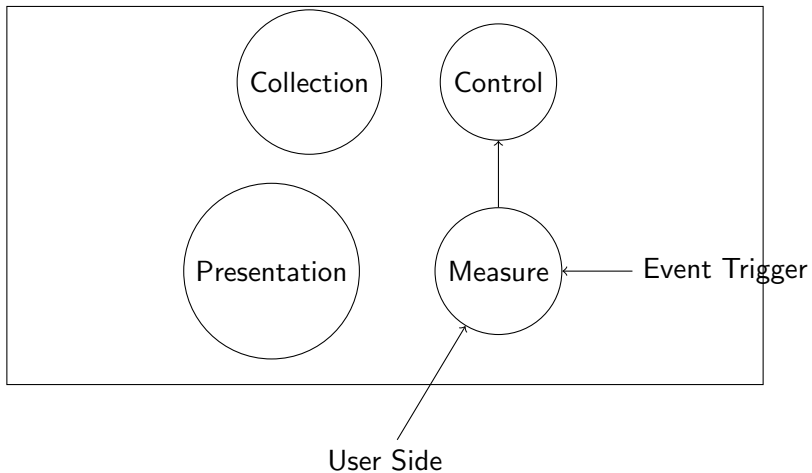
User Side

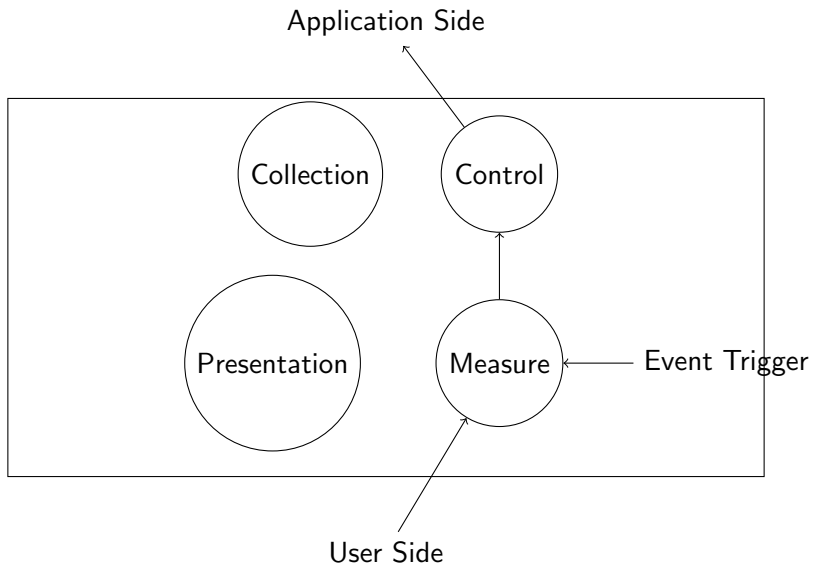


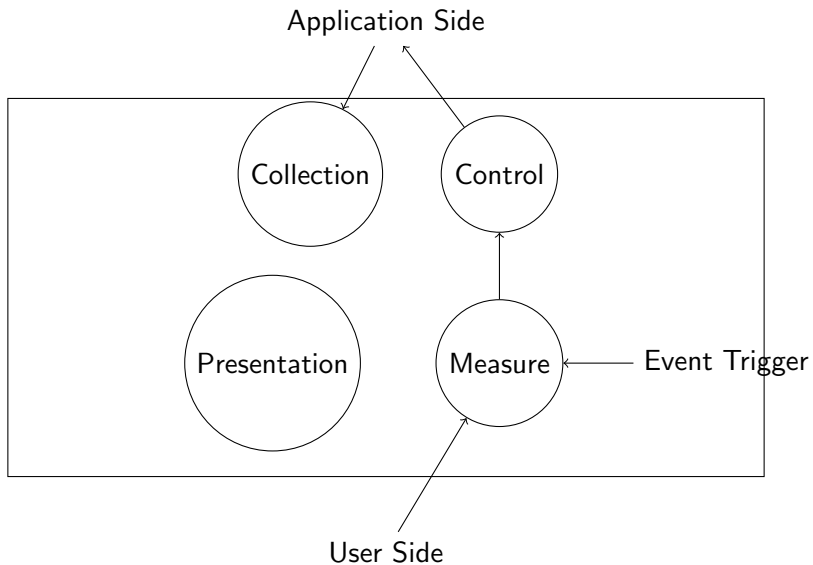
## Application Side

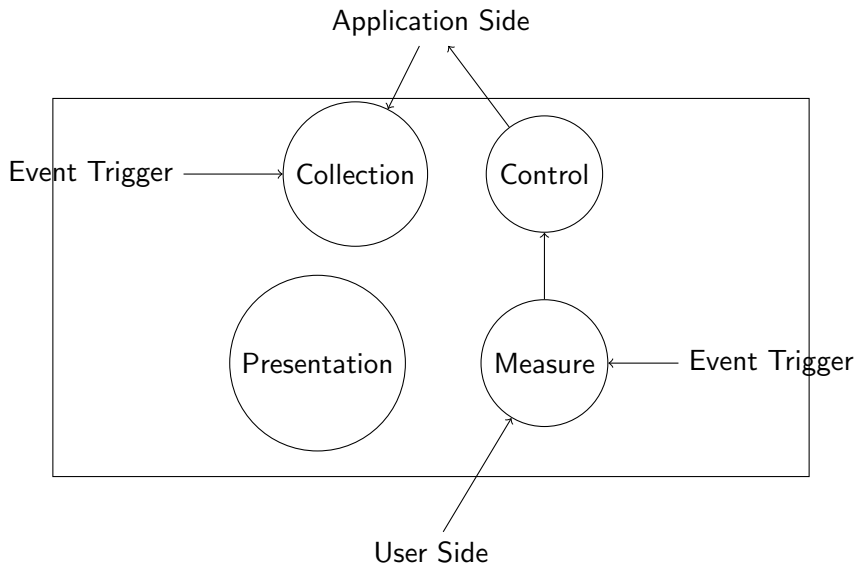


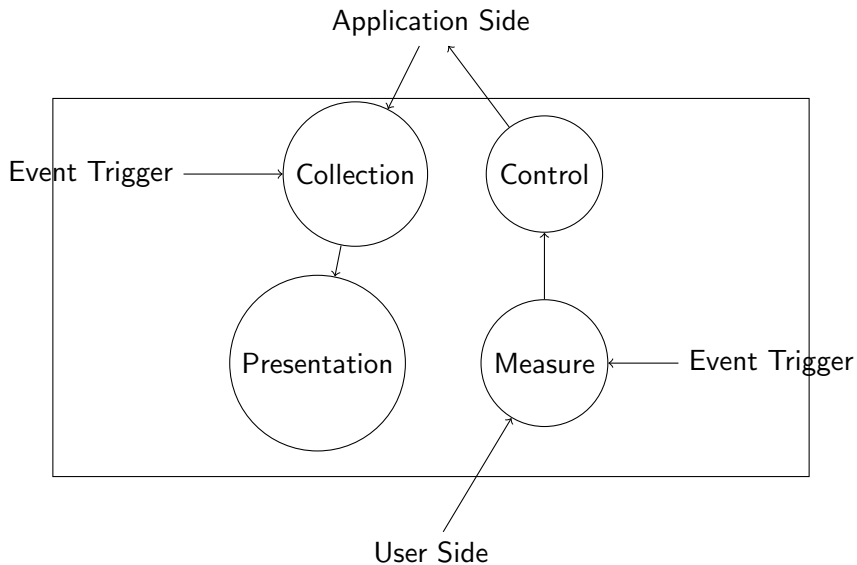
## Application Side

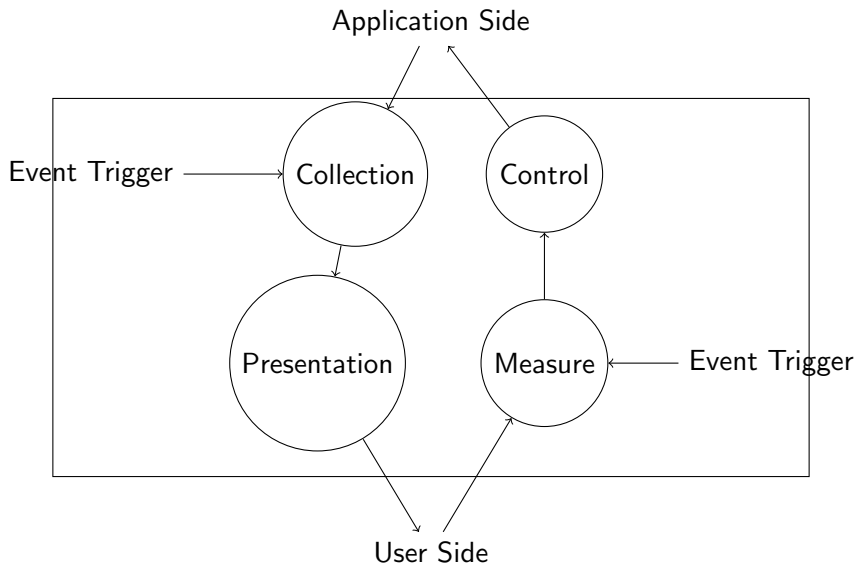












# How it works?

Figure 3 goes here. with a pager. that animates the process of communication of interactors



# Formal Definition of an Interactor

An block goes here. With title and description with defintion.Would need mathematical latex to notate the definitions.