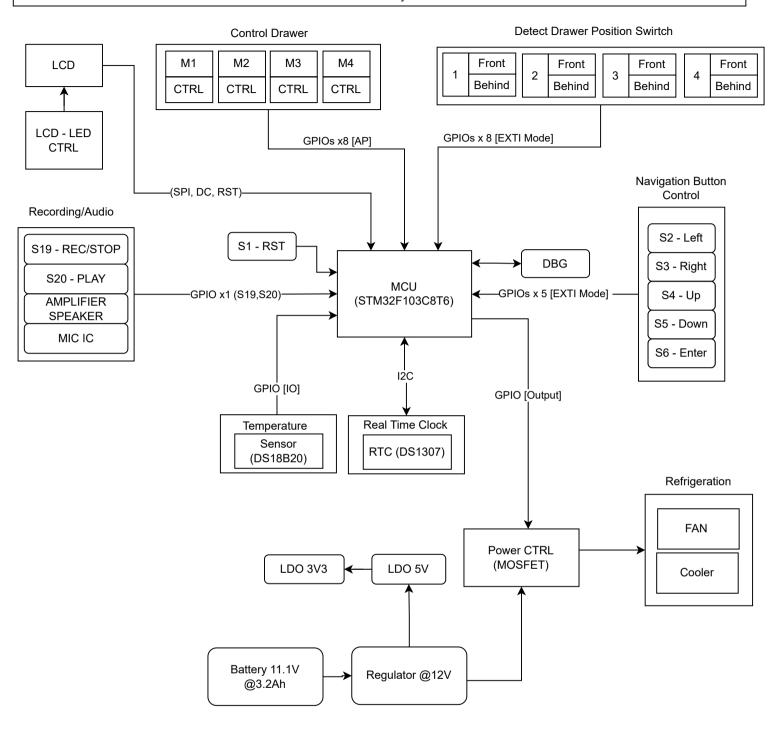
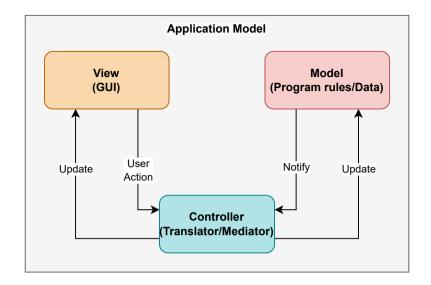
## Harware Layer



**Application Layer** 



View (GUI)

Show data

Read controller data

Controller (Events)

Update GUI / Data (Outputs)

Read rules / User actions (Inputs)

Model (Rules)

Read controller data

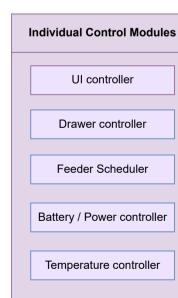
Update program state

**General Modules** 

LCD (GUI)

Program (Model)

Events (Controller)



Audio controller

Event controller

Rules controller