

# Preforker

*Provides a  
stable  
preforking  
TCPServer*

<<UML>>

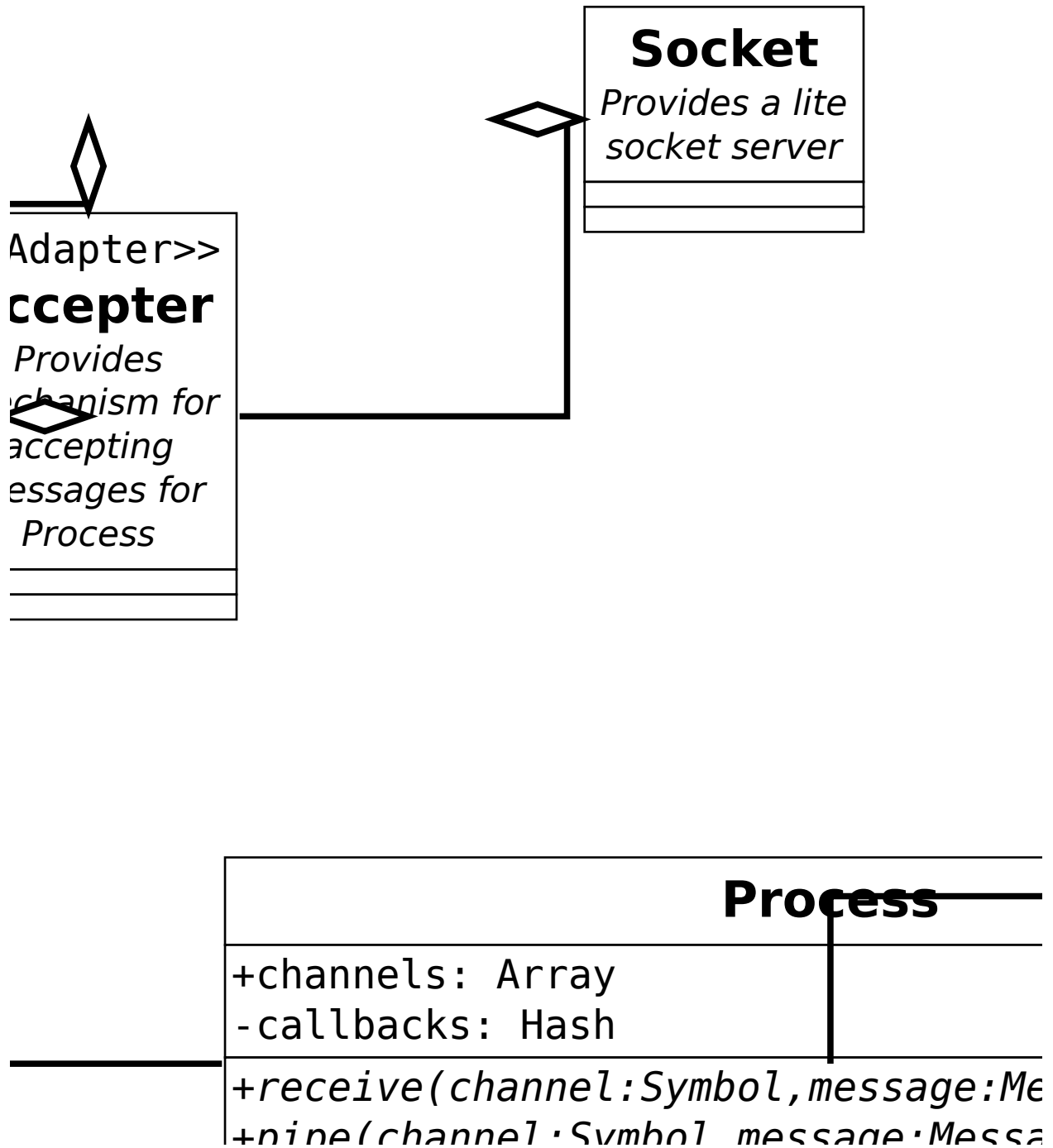
**Actor**

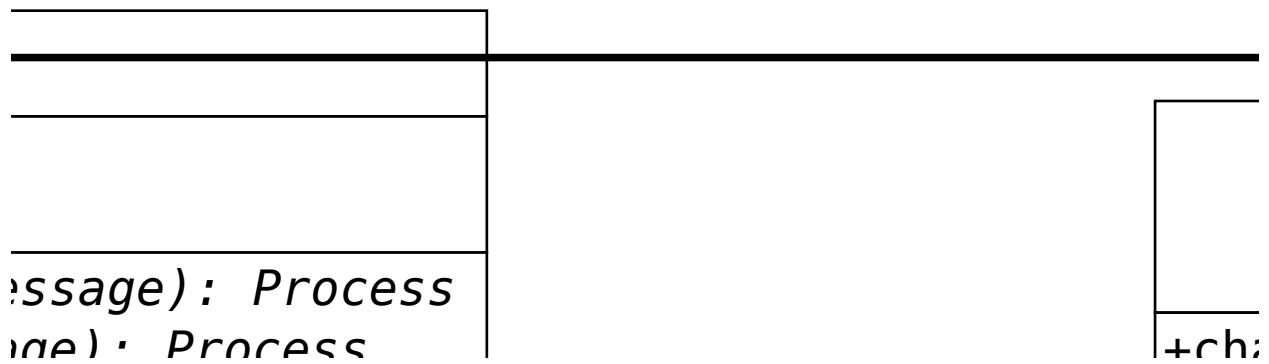
me  
to  
me

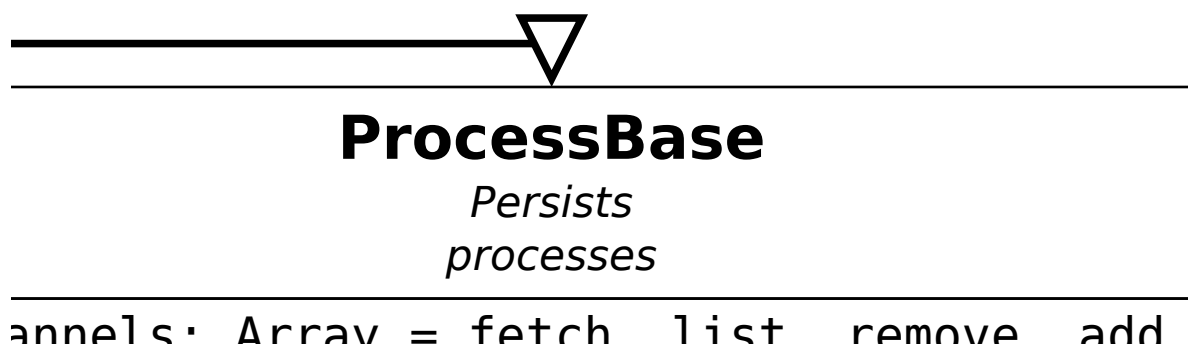
<<Struct>>

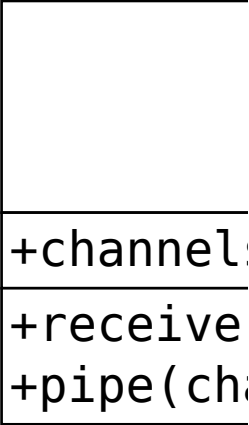
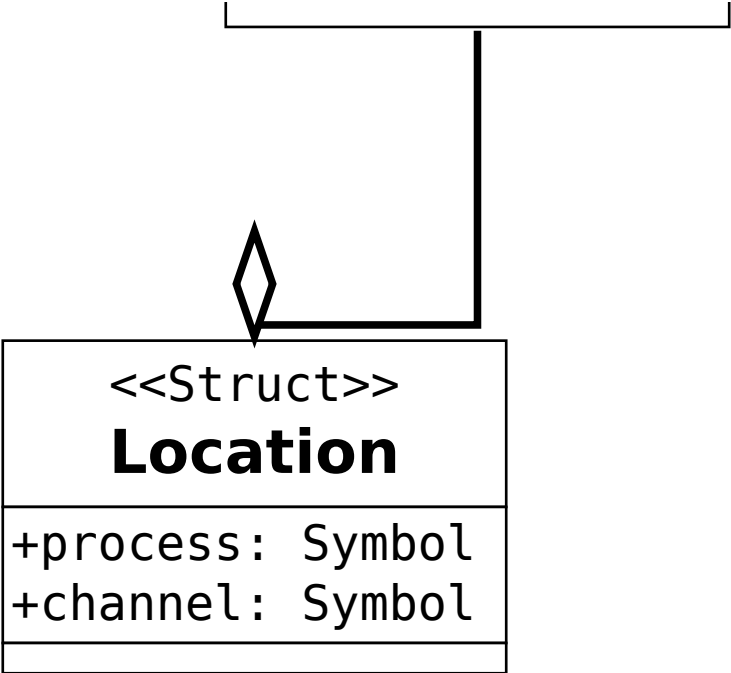
**Message**

+to: Location  
+from: Location  
+content: Symbol









```
pipe(channel:Symbol,message:Message): Process  
+receive(channel:Symbol,&block:Proc)  
+pipe(channel:Symbol,&block:Proc):
```



## Messenger

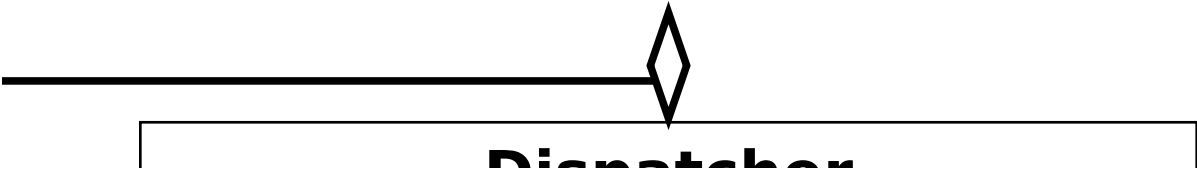
*routes messages  
to processes*

```
s: Array = route
```

```
(channel:Symbol,message:Message): Process  
annel:Symbol,message:Message): Process
```

gc, process  
c): NilClass  
NilClass

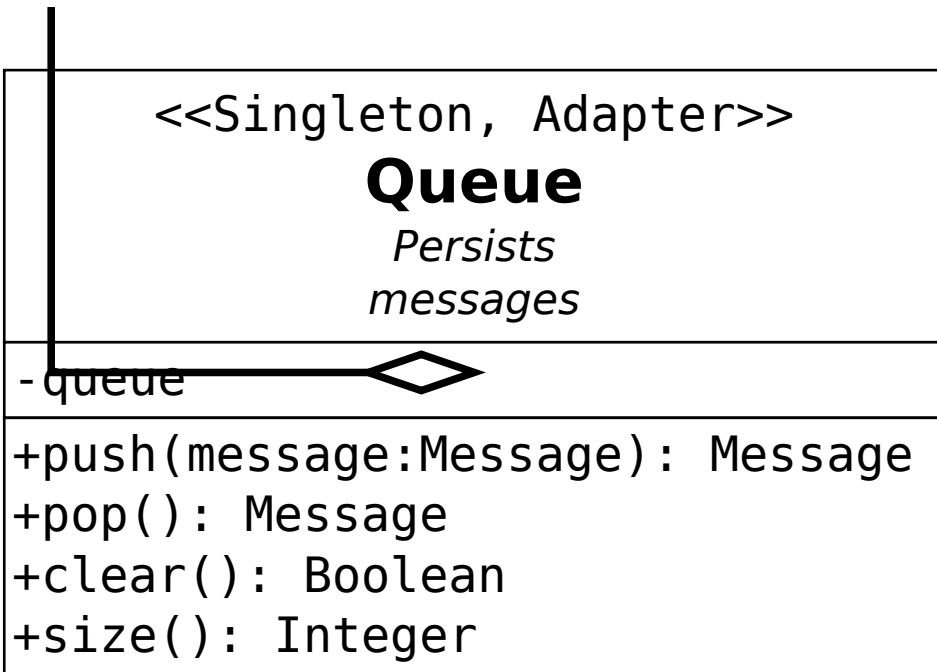
Form



array	push, pop, remove, add
-------	------------------------







## **Dispatcher**

*Dispatches  
messages from  
Queue*

-process\_base: Process

+dispatch(message:Message): Boolean

