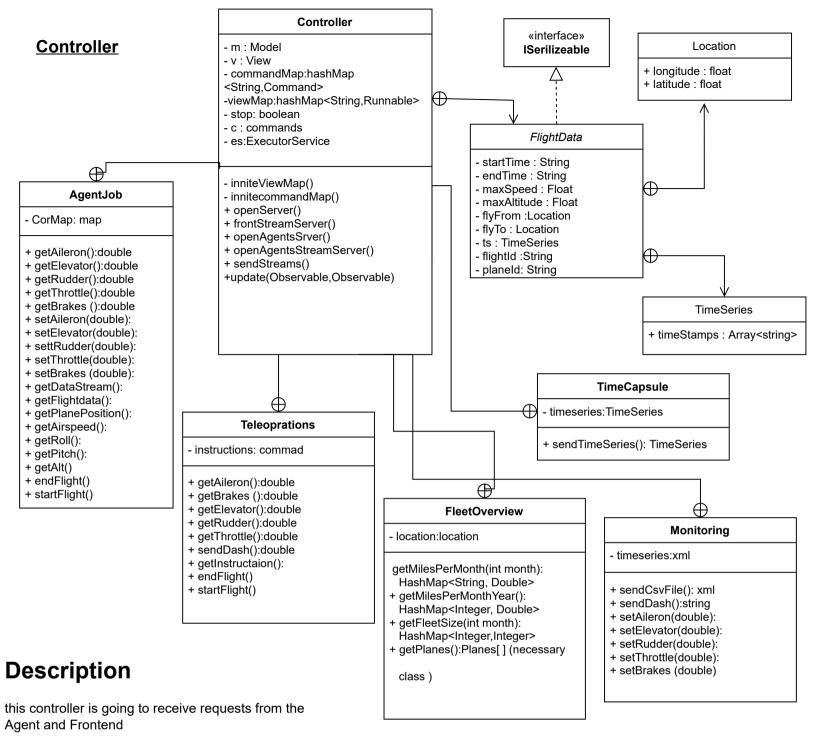


design patterns: command pattern, Observer



each one of them will be assigned to an active object to deal with and those will reside inside a thread Pool for reuse later when they finish dealing with their current request

design patterns: Concurrnet desing pattern (active object) +

ThreadPool.