**Kodi - Conceptual Architecture**

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**Abstract**
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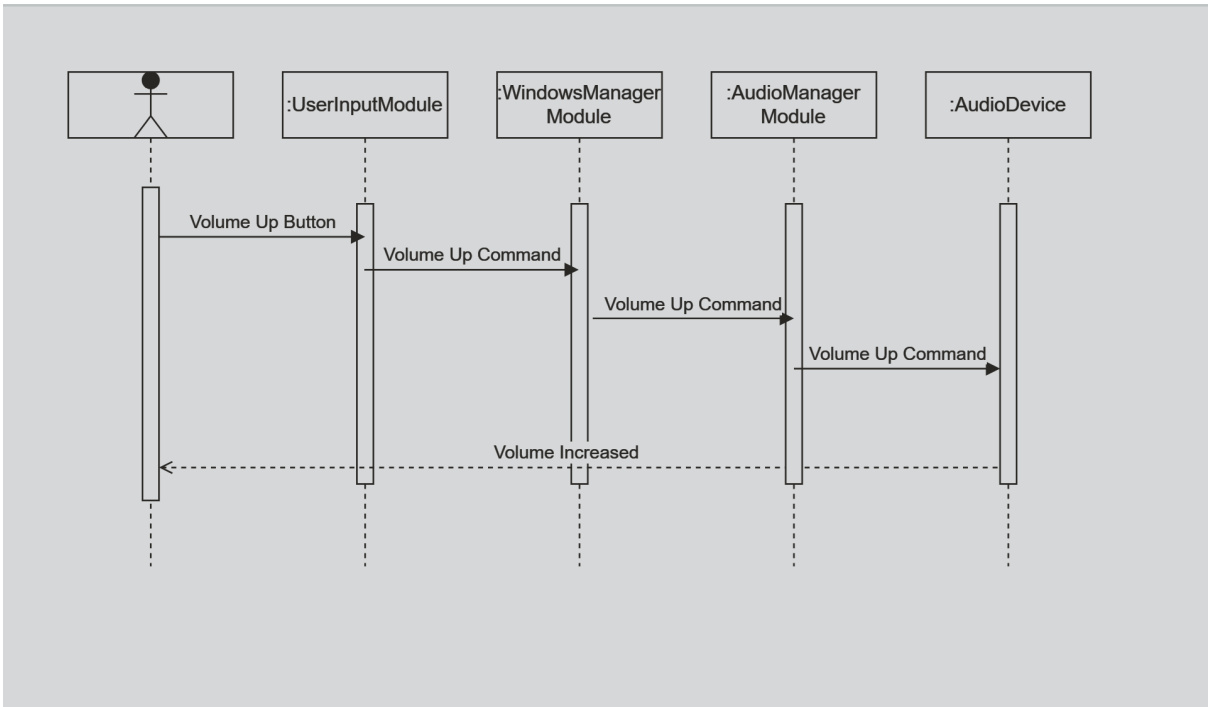
**Introduction**

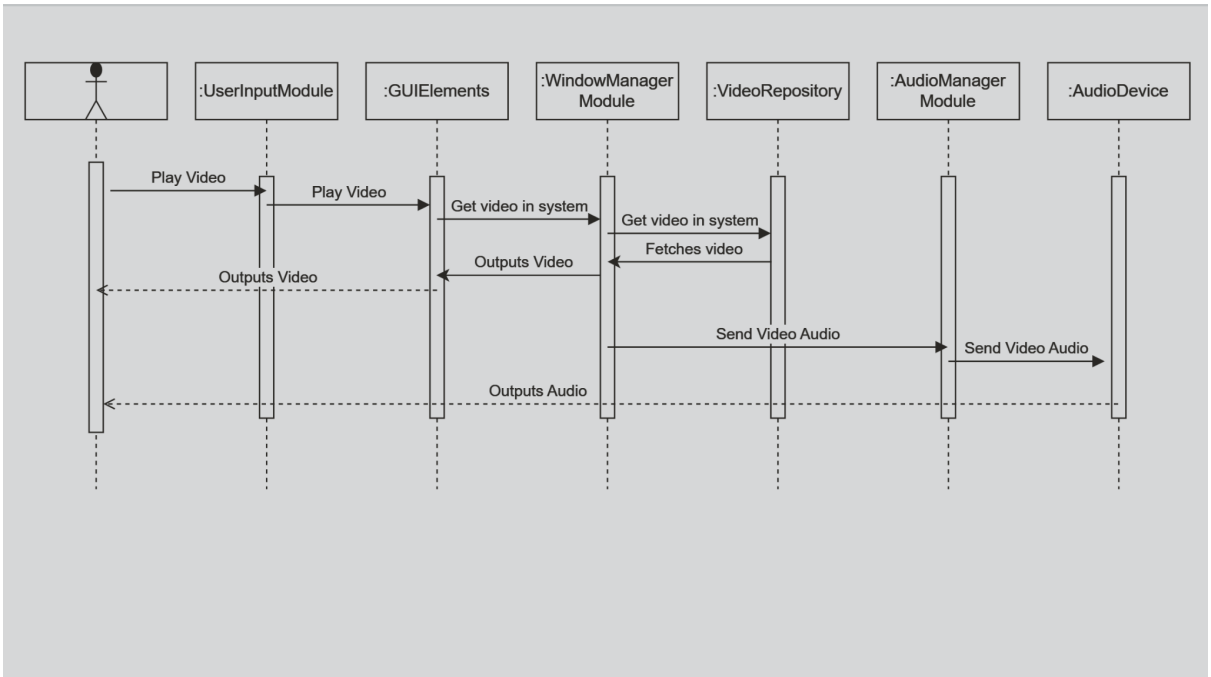
**Architecture**

**Diagrams**

The following sequence diagram shows the flow of interactions between components when the actor tries to turn the volume up on Kodi. When the user presses the volume up button on the remote, it sends a signal to the User Input Module. This module receives all inputs from the user's peripheral devices. It then sends the volume up command to the Windows Manager Module, which connects Kodi to the OS libraries to complete the volume up function. The volume up command is then sent to the Audio Manager Module which sends to the Audio Device to increase the volume. The actor will then receive feedback that the volume has been increased.




The next sequence diagram shows the flow when the actor sees a video that they would like to view and selects it. The actor uses a peripheral device to play the video. The User Input Module receives the signal and sends it to the GUI Elements to play the current video selected. The GUI Element then tries to get the video from the system which goes to the Window Manager Module. The Windows Manager can then fetch the video, in this case it is stored in a Video Repository on the system. The Video Repository returns the video to the Windows Manager which outputs it onto screen on the GUI Elements component. The Windows Manager also interacts with the Audio Manager Module to play the video audio, which gets sent to the Audio Device. The actor then receives feedback from the GUI Elements and Audio Device when the video plays with audio.




## Conclusion

## References