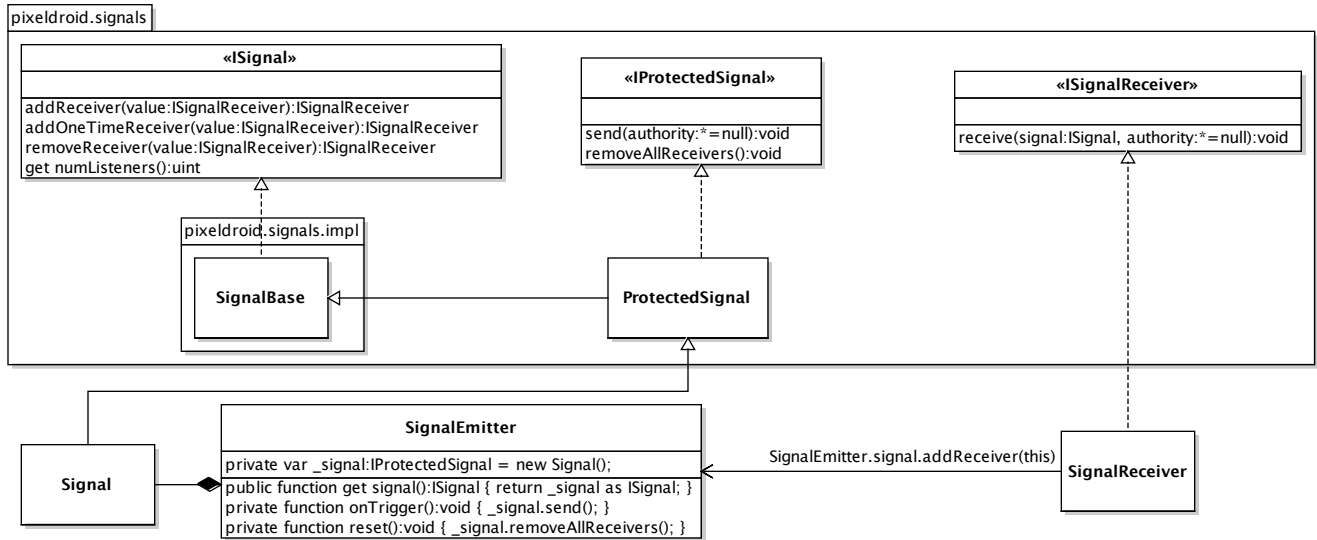


For tight coupling, Signal and SignalReceiver provide a simple publication / subscription interface.
 Classes can aggregate signals to declare the events they publish
 ProtectedSignal provides elevated access for signal owners
 A Signal authority is by convention whatever sent the signal, but may be anything useful, including nothing at all



For loose coupling, the SignalController implements a FrontController pattern similar to Cairngorm.
 Receiver classes are paired with GlobalSignals via addConnection()
 Emitters send a GlobalSignal which the SignalRegistry routes to a SignalController who instantiates and executes the connected Receiver.
 SignalReceiver plays the part of a Command, with its receive() method functioning as execute()

