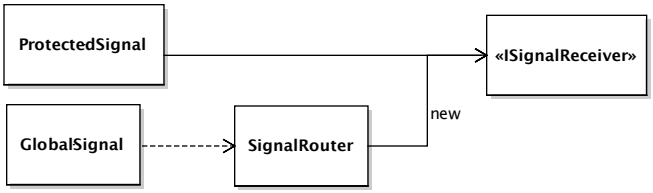
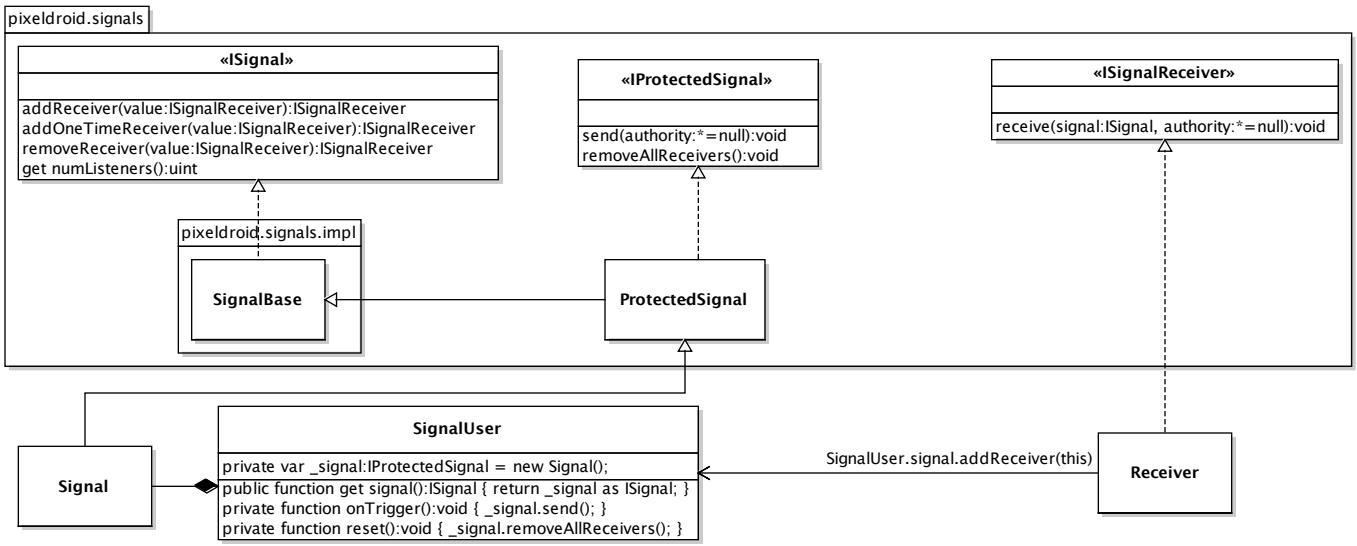
Concepts:
signal – emits information
receiver – accepts signal emissions; may be directly connected to signals or instantiated by routers
protected signal – connects directly to a receiver
global signal – uses the signal transmitter to find a suitable router to make a connection
transmitter (not shown here) – forwards signals to interested routers
router – completes indirect connections between global signals and receivers




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 SignalRouter implements a FrontController pattern.
Receiver classes are paired with GlobalSignals via addConnection()
Users send a GlobalSignal which the SignalTransmitter forwards to a SignalRouter who instantiates and executes the connected Receiver.
The Receiver plays the part of a Command, with its receive() method functioning as execute()