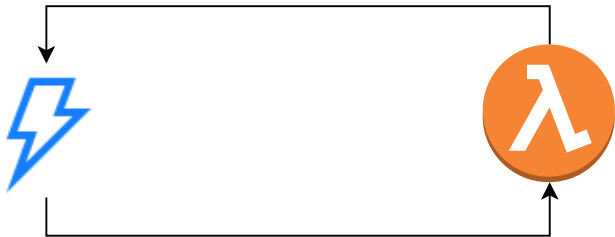


1) Handler function subscribes to event source



2) Event source invokes handler