PubSubSystem
<u>+getInstance(): PubSubSystem &</u>
+getChannelHandle(in channel:ChannelList): IChannel *
+subscribe(in channel:ChannelList,in func:app_deliver_func): IChannel *
+subscribe(in channel:ChannelList,in func:app_deliver_func,   in predicate:MessageT &): IChannel *
+unsubscribe(in channel:ChannelList): PubSubSystem&
+publish(in channel:ChannelList,in message:MessageT&): PubSubSystem &
+getSelf(): string
+getSelf(out self:string &): PubSubSystem &
+init(in port:int): PubSubSystem &
+init(in int:port,in known_hostname:string,   in known_hostport:int): PubSubSystem &