

### **MessageDispatcher**

- Other code can add listeners for certain types of messages and dispatch said messages using this class.

### **Message**

- The contents of the message: Is a wrapper around a binary stream (as developed in a previous spike).
- The content included in a message is defined by its subtypes.
- Messages do not contain information about the sender.

### **EventKit**

- Allows a specific event to be triggered, passing in a certain argument to the event.

### **Event**

- Allows other code to subscribe or unsubscribe from the event. Subscribed code blocks will be executed when the event is fired. Execution order is undefined.