**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.