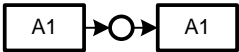




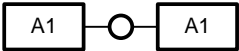
Active component/
human actor



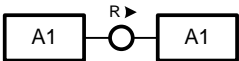
Passive component/
storage/channel



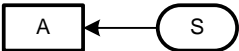
Unidirectional
communication channel



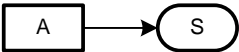
Bidirectional
communication channel



Request/response
communication channel



Read access



Write access



Read/write access