

Table 1

| Start  | News Update                                   | Add Source (UI)                | Remove Source (UI)                           |
|--|---|--------------------------------|--|
| SyncFromDBInteractor.StartSyncSE.StartAction | (A) TimerInteractor.StartSE                   | State.AddSourcesAction         | State.RemoveSourceAction                     |
| SyncFromDBInteractor.StartSyncSE             | UpdateNewsInteractor.UpdateNewsSE.StartAction | SyncToDBInteractor.AddSourceSE | SyncToDBInteractor.RemoveSourceSE            |
| State.AddSourcesAction (from db)             | SyncToDBInteractor.SetNewsSE.StartAction      | (A) TimerInteractor.StartSE    |  |
| State.AppendNewsAction (from db)             | SyncFromDBInteractor.NewsSync                 |                                |  |
| State.SetUpdateIntervalAction (from db)      | State.AppendNewsAction                        |                                |  |
| (A) TimerInteractor.StartSE                  |   |                                |  |
|  |   |                                |  |
| Set Source Activity (UI)                     | Set Update Interval (UI)                      | Set body visibility (UI)       | Set read mark (UI)                           |
| State.SetSourceActivityAction                | State.SetUpdateIntervalAction                 | State.SetHideBodyAction        | RouterInteractor.ShowsNewsItemSE.ShowsAction |
| SyncToDBInteractor.SetSourceActivitySE       | SyncToDBInteractor.SetUpdateIntervalSE        |                                | SyncToDBInteractor.SetUnreadSE               |
| SyncFromDBInteractor.SyncNewsSE              | (A) TimerInteractor.StartSE                   |                                |  |
| (A) TimerInteractor.StartSE                  |   |                                |  |