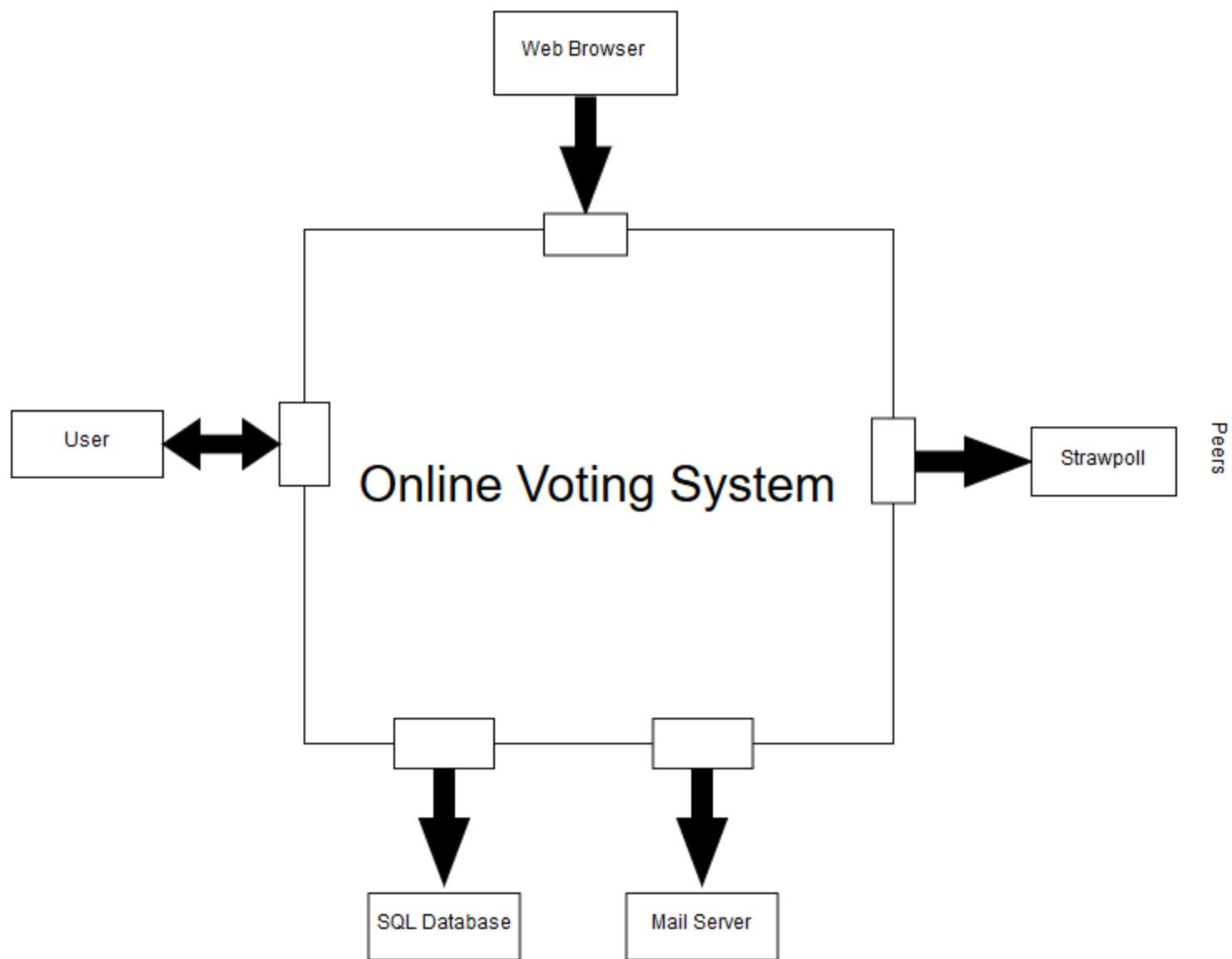


Systems will use our System

Actors



Peers

Sub-systems

