Communicator:
- Some abstract class for general messages
- And concrete one for gossip-to-gossip (G2G) messages
  - Try to generalize a lot. Both use the same protocol.
- And concrete one for module-to-module (M2M) messages
  - Try to generalize a lot. Both use the same protocol.
- Should send the message
  - Should check if message belongs to request or it's a new message
  - Two types of messages
    - 1st we don't care about response
    - 2nd we care about response
- Should listen to messages
  - Client class should be able to register as a listener, so it can register for certain responses\messages.

Peer:
- probe()-method: returns whether peer is still online
- needs hostkey
- store IP/Port in Object from Library
  - Smth like Address or IPAddress or SocketAddress etc.

Config:
- represents config-file

G2G Messages:
- for Brahms:
  - PullRequest
  - PullResponse
  - Push
  - ProbeRequest
  - ProbeResponse
- Spread (for spreading information in the network)