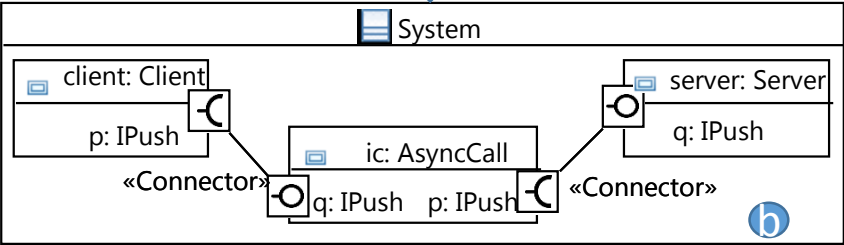


Interaction
Transformation



Legend -C- Required port -O- Provided port

```
class System {  
public:  
    Client client;  
    AsyncCall ic;  
    void configuration() {  
        bindPorts(client.p, ic.q);  
    }  
}
```

Client side

```
class System {  
public:  
    Server server;  
    AsyncCall ic;  
    void configuration() {  
        bindPorts(server.q, ic.p);  
    }  
}
```

Server side